

# G A M E S

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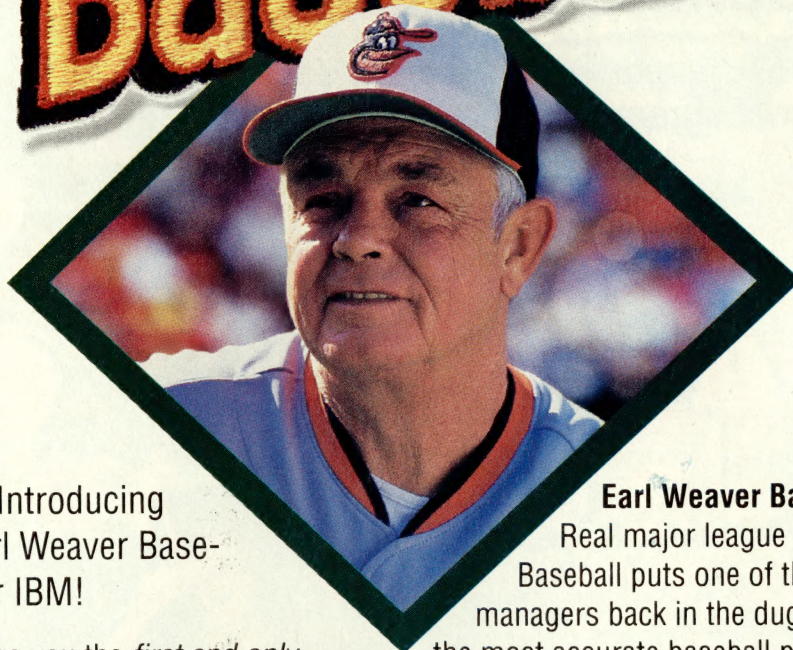
Can you find a cup, a foot, and 29 other units of measurement? Answers, page 60





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By Alvin Tresselt, *Dean of Faculty*

**I**F YOU WANT TO WRITE AND GET published, I can't think of a better way to do it than writing books and stories for children and teenagers. Ideas flow naturally right out of your own life experience. While it's still a challenge, the odds of getting that first unforgettable check from a juvenile publisher are better than they are from any other kind of publisher I know.

Later on, you may get other checks from other publishers. But right now, the object is to begin—to break into print—to learn the feeling of writing and selling your work and seeing your name in type. After that, you can decide if you want your writing to take another direction.

But after 30 years of editing, publishing, and teaching—and 53 books of my own—I can tell you this: You'll go a long way before you discover anything as rewarding as writing for young readers.

Your words will never sound as sweet as they do from the lips of a child reading your books and stories. And the joy of creating books and stories that truly reach young people is an experience you'll never have anywhere else.

## The soaring children's market

But, that's not all. The financial rewards go far beyond most people's expectations because there's a surprisingly big market out there for writers who are trained to tap it. More than \$1 billion worth of children's books are purchased annually and some 4,000 different titles share in this bonanza—many by new authors.

Of approximately 500 publishers of books related to children, over 300 of them welcome manuscripts from aspiring writers. And over 400 magazines rely on freelancers to fill their issues. You can imagine how much writing *that* takes!

Yet two big questions bedevil nearly every would-be writer: "Am I really qualified?" and "How can I get started?"

## "Am I really qualified?"

This is our definition of a "qualified person": It's someone with an aptitude for writing who can take constructive criticism, learn



An old mansion, deep in the Connecticut woods, is the home of The Institute of Children's Literature.

from it, and turn it into a professional performance. That's the only kind of person we're looking for. The reasons are simple: Our reputation is built on success, and, if prospective students don't have the earmarks of success, we probably can't help them. And we tell them so. It's only fair to both of us.

To help us spot potential authors, we've developed a revealing test for writing aptitude. It's free, and we don't charge for our evaluation. But no one gets into The Institute without passing it. Those who pass and enroll receive our promise: You will complete at least one manuscript ready to submit to a publisher by the time you finish the Course.

## One-on-one training with your own instructor

I've learned a lot about writing for children and I love it. Now I'm passing my knowledge on to my students so they can profit from it. When I'm not writing my own books I spend my time at The Institute of Children's Literature, a workshop for new writers that does one thing and does it better than any other educational institution I know of: It trains qualified people to write for young readers.

This is the way I work with my students, and my fellow instructors—all of whom are experienced writers or editors—work more or less the same way.

## Learn at your own pace

When you're ready—at your own time and your own pace—you send your assignment to me and I read it and I reread it to get everything out of it you've put into it.

Then I edit your assignment just the way a publishing house editor would—if he had the time. I return it along with a detailed letter explaining my comments. I tell you what your strong points are, what your weaknesses are, and just what you can do to improve. It's a matter of push and pull with each assignment. You push and I pull and between us both, you learn to write.

## "—my dream come true!"

This method really works. I wouldn't spend five minutes at it if it didn't. The proof of the pudding is that many students break into print even before they finish the course.

"The thing that gives me the most satisfaction" writes Brandy S. Wells, Greensboro,

MD, "is the idea that my story will be read by 150,000 Sunday school children—my dream come true!"\*

"Seeing my story in print, and knowing that some child out there is reading it and maybe enjoying what I have to say is all the reward I'll ever want," says Win Simpson, New Providence, NJ.

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Alvin Tresselt was Vice President and Executive Editor of Parents' Magazine Press, the first editor of *Humpty Dumpty's Magazine for Children*, and a board member of the Author's Guild. His 53 books for young readers have sold over two million copies.

\*The testimonials in this ad were provided without remuneration and voluntarily by The Institute's students between 1985 and 1988.

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Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★☆

Cover Puzzle John Chaneski Cover Collage John Craig



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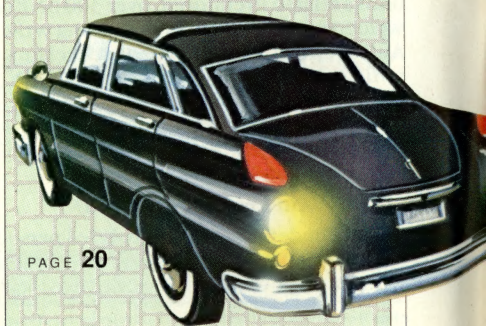
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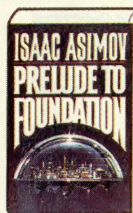


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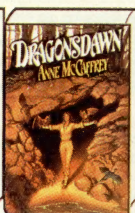


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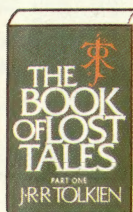




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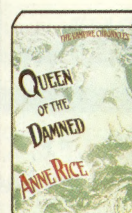
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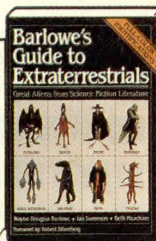
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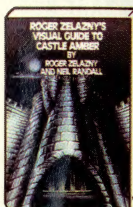
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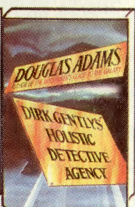
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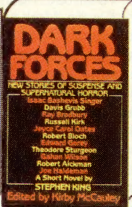
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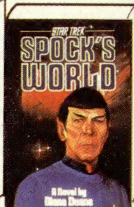
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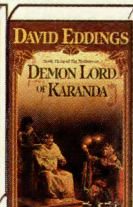
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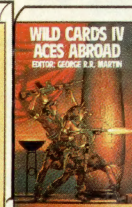
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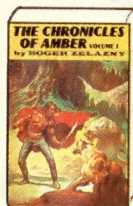
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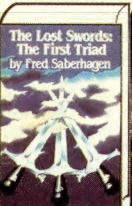
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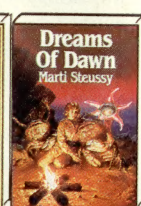
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## STAY TUNED ★★

What do these words have in common?

MAD	MEAT	CHAR
LIB	SAD	DON
BLOND	ODE	MAN

Jo Ann Meyer  
Denver, CO

## CINEMATIC SYNONYMS ★☆

Erudite Aunt Mary Lou has a tendency to remember the gist of things very well, but she never gets her facts exactly right. So, when we asked her to name her 10 favorite movies, she gave us the scholarly sounding, but misworded, responses below. Can you deduce the actual titles of the movies she listed?

1. *The Violet Tincture*
2. *Mandibles*
3. *The Empress of the Dark Continent*
4. *Vanished in the Company of Aeolus*
5. *Luminary Hostilities*
6. *Statutory Birds of Prey*
7. *Hostility and Tranquility*
8. *Aureate Dactyl*
9. *Cardiac Felonies*
10. *Lunary Stultified*

Stephen Rust  
Woodstock, NY

## RHYTHMS OF THE ISLAND ★★

To solve this cryptarithm, substitute a one-digit number for each letter to discover a complete addition problem.

	O	S	A	K	A
+	K	Y	O	T	O
<hr/>					
	T	O	K	Y	O

John Curran  
River Edge, NJ

## TYPING TEST ★★

Mrs. Kolbe's secretary, out with the flu, left a note for the temporary secretary. She told him to type a list of names onto address labels and then sort them into four stacks.

The next day, the secretary returned to work and found the labels typed and stacked in four piles. However, she couldn't figure out what kind of sorting system the typist had used.

Below are sample names from each stack of labels. Can you discover the basis for the typist's sorting system?

<b>A</b>	<b>B</b>
Jill Knoll	Teresa Bates
Philip Holm	Greta Waters
Holly Mullin	Seve Ferber
John Hill	Fred Case

<b>C</b>	<b>D</b>
Andy Rickel	Jane Ormand
Rosy Chaney	Iris Hale
Boris Kent	Len Siskel
Blanche Lane	Ivy Tuck
	Joyce Pease
	La Mirada, CA

## BRIEFLY STATED ★☆

In a move to reduce governmental paperwork, Senator Phil Abuster has proposed to eliminate from each state's name any letter that appears more than once. Naturally, there would be no cuts for the Senator's home state, Florida, but for example, Kentucky would become Entucky, while Tennessee would be known simply as T. To which states would the following names belong if the Senator's bill passes?

1. Mchue
2. D
3. Oeui
4. M
5. Mot
6. Nos

John Peterman  
Duluth, MN

ANSWERS, PAGE 55

## GAMES

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# LETTERS

## ENVELOPE OF THE MONTH



Dave Gold  
Boston, MA

## RUN THAT BAYOU AGAIN

I just received my Feb/Mar issue of GAMES and was thrilled to discover our Louisiana Mardi Gras highlighted as a word search puzzle. You are to be commended for promoting Louisiana tourism. I had a *bon temps* completing the puzzle, *merci!*

Kayre Fahrman  
Opelousas, LA

## CONTESTANT SEARCH

Your "Wish You Were ...Where?" contest (January) was a blast! Please, let's have more of these kinds of puzzles. It was excruciatingly delicious—painful, but enjoyable. I spent three hours in the

library looking at travel folders, maps, vacation books, etcetera. Win, lose, or come in 97th, it's been fun.

L. Brock Cryslar  
Saskatoon, Saskatchewan

Enclosed is my submission for the "Wish You Were ...Where?" contest. All I can say about this puzzle is that it was both easy and tough—a definite mixed bag. I was particularly stumped by card 5; I found that even people at the embassies of the possible countries were puzzled, too. How about another picture contest of this sort in the future?

H. B. Russell  
Springfield, VA

## READING GLASSES

I thought your Fake Ad for Glass-Nost Glassware (January, page 22) was very cute—but one error caught my eye. The center glass pictures Reagan and Gorbachev, with the caption "Reykjavik 1987" on it. The Reykjavik summit did not occur in 1987, but in October of 1986. I know this because I was stationed at the U.S. Naval Air Station in Keflavik, Iceland, at the time.

Joel E. Dreibelbis  
Norfolk, VA

## PUTTING HEADS TOGETHER

Although this tombstone isn't composed of two headlines, per se, I thought it would make a humorous addition to your collection. I found it in the January 30th Raleigh, North Carolina *News and Observer*.



Duke student gets measles; mandatory shots to begin today

Andrew Steen  
Raleigh, NC

## TRIPPED UP

I'm crazy about puzzles by Trip Payne. More, please!

Also I've noticed that several of your puzzles have been constructed by Art Pipeny—"Trip Payne" scrambled. Hmm. In addition, I've been meaning to ask if Trip Payne is a real person (and therefore a possible relative of mine) or merely a play on "trepanne," the practice of drilling holes in the skull.

If any of this pertains to a hidden contest, let me know.

Joanne Payne  
Eureka, CA

Yes, Trip Payne is a real person. He's a student at Emory University, and a prolific puzzlemaker, who interns with GAMES during his summer breaks. As far as we know, he has no more holes in his skull than the rest of us.—Ed.

# TAKE ADVANTAGE



**SURGEON GENERAL'S WARNING:** Quitting Smoking Now Greatly Reduces Serious Risks to Your Health.

**RICH TASTE  
AT 1/2 THE TAR**



## BRAIN GAMES

I am "only" 17 years old, and I have been a subscriber to GAMES for three years. Although a few of your puzzles are too advanced for me, I have been able to make a fair attempt (however feeble) at even your three-star puzzles.

Even though your magazine is devoted to amusements, I feel that it has contributed to the successfulness of my high school studies, and even helped me on my college entrance exams. Puzzles such as crosswords and double crosses have bolstered my vocabulary, and fostered my problem-solving capabilities. The only negative aspect is that I sometimes stay up very late to finish off a particularly grueling puzzle. Thank you for a fine magazine.

Jeffrey Lazar  
Holbrook, NY

## THE THRILL OF VICTORY

I can't tell you what a thrill it is for me to finally win something from GAMES (I was a runner-up in the Pencilwise Plus Cartoon Rebus Contest). I cannot think of a nicer, or more challenging, organization from which to take a prize.

Your magazine is a source of entertainment and mental challenge for me, although "The World's Most Ornerly Crossword" does drive me up a wall. I have taken some of your ideas and puzzle themes and incorporated them into puzzles for the U.S. Embassy newsletter here and they have been well received.

Thank you for the inspiration as well as the entertainment.

Joe Correia  
American Embassy  
Manama, Bahrain

## LAUNDRY

*If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.*

### APRIL/MAY

*We goofed . . . The explanation of the Guillotine hand of the Guillotine card game (April/May page 51) says that "the players taking the first and last tricks should leave them face up as a reminder to subtract an extra five points." We should have said that those players will add an extra five points. The chart at the bottom of the page is correct.—Ed.*

### FEBRUARY/MARCH

Aha, I thought, how clever of you to misspell Frances Langford's name and give her a sex change in "Call Our Bluff Turns on Television" (Feb/Mar page 20). That would be a bluff that most readers won't get! Alas, it was merely a mistake on your part. Console me with a large T-shirt.

Harp Erinstein  
Washington, DC

## EVENTS

*If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.*

### JUNE

#### DAY OF THE MONTH: JUNE 17

If you've never tried juggling tennis balls or beanbags, today is the day to give it a shot, because it is National Juggling Day. Juggling experts may want to try those flaming, red-hot bowling pins that they've been afraid of up to now. Juggling clubs across the country will hold festivals to teach, demonstrate, and celebrate their art. CONTACT: International Jugglers Association, 1850 12th St. SW, Akron, OH 44314.

**CAR REPAIR** The search for the nation's best high school auto technician will end when the Plymouth/AAA Trouble Shooting Contest takes place, June 19, at the Capitol Mall in Washington, DC. Teams of two students from each state will work on 50 cars that have all been bugged in the same way. They will then have a half hour to find, say, a faulty manifold, absolute pressure sensor, or a bad mutual safety switch. Over \$20,000 in scholarships will be awarded. Admission for spectators is free. For information on entering next year's event, call (800) 255-0011 by December 15.

**CROSSWORDS** The cream of the crop of cruciverbalists will take their share of the \$2,000 in cash and book prizes at the Fifth Annual North Jersey Crossword Open, June 3, at the Riverside Square Mall in Hackensack, New Jersey. CONTACT: American Crossword Federation, P.O. Box 69, Massapequa Park, NY 11762, or call (516) 795-8823.

**FLYING DISCS** Slipped discs will be a rare occurrence as competitors from around the nation compete at the U.S. Open Flying Disc Championships, June 26-July 2, at La Miranda, California. There will be \$40,000 in prize money distributed among winners of seven events: Accuracy, Discathlon, Disc Golf, Distance, Double Disc Court, Freestyle, and Self-Caught Flight. CONTACT: Discovering the World, P.O. Box 911, La Miranda, CA 90637, or call (714) 522-2202.

**HOLLERING** The National Hollerin' Contest will take place on June 17 in Spivey's Corner, North Carolina. See Gamebits, page 9, for more information. CONTACT: Ermon Godwin, P.O. Box 332, Spivey's Corner, NC 28334.

**ROOSTER CROWING** For 30 minutes on June 24, Rogue River, Oregon, will be a tough place to sleep as the National Rooster Crowing contest takes place. That's how long contestants will have to

get their roosters to crow—and crow they must, since clucks and peeps are simply not acceptable. The record is 112 cockle-doodle-doo's. The contestants will be competing for trophies and a \$150 first prize. As is standard in rooster crowing contests, no mechanical, electrical, physical, or chemical stimulants or devices will be allowed in the cage with the rooster. CONTACT: Larry Miller, Rogue River Lions Club, P.O. Box 140, Rogue River, OR 97537, or call (503) 582-1558.

### JULY

#### DAY OF THE MONTH: JULY 12

"Different Colored Eyes Day" is a day to recognize the uniqueness of people (or pets) with, well, different colored eyes. If you don't know anyone with this characteristic, you can listen to some David Bowie songs, since his eyes are different colors. Or, you can call up your local radio station and request Crystal Gayle's "Don't It Make My Brown Eyes Blue." CONTACT: Jeanne Fetch, 66 E. Oakland Ave., Doylestown, PA 18901.

**BACKGAMMON** The World Backgammon Championships at Monte Carlo will be held July 10-16. The entry fee of 5,000 francs (about \$800) will entitle the 600 expected participants to their shot at over \$250,000 in prize money. There will be three divisions of play: Champion, Intermediate, and Novice. CONTACT: Les Boyd, International Backgammon Association, 1300 Citrus Isle, Ft. Lauderdale, FL 33315, or call (305) 527-4033.

**CRIBBAGE** The nation's oldest and largest cribbage tournament will get one year older when the 16th Annual National Open Cribbage Tournament takes place, July 29-31, in Raleigh, North Carolina. Over 400 people will vie for nearly \$40,000 in prize money. The entry fee is \$65. CONTACT: Nick Pond, National Open Cribbage Tournament, P.O. Box 12800, Raleigh, NC 27605.

**POKER** About 200 poker players will set sail July 29 from New York City and head for Bermuda on a luxury cruise with poker as its highlight. For seven days passengers will play Stud, Hold 'Em, Hi-Lo Split, and many other games. Prices start at \$1,235. CONTACT: Poker Cruises International at (800) 234-1616.

**STONE SKIPPING** Independence Day is usually a day to relax, take in a ball game, and eat barbecued steaks. But for serious stone skippers, July 4 means only one thing: The Mackinac Open stone-skipping tournament on Mackinac Island, Michigan. Players pay 50¢ to skip six stones, and the person with the best single-stone total wins. The prize is a year's supply of fudge and the Little David Trophy, a 150-pound rock. Also, there will be a pro invitational tournament where invitees will try to get that elusive 30th skip, and thereby set a world record. CONTACT: W.T. Rabe, 1204 Davitt, Sault Ste. Marie, MI 49783, or call (906) 635-5085.



"In my kingdom, love rules all."



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# THE QUEEN OF HEARTS

Lavish collector doll in porcelain and satin.  
Adorned with the universal symbol of love.

## BRAIN GAMES

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Amer  
Ma

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W

Here is a realm of great beauty and dreams. A medieval world where the magic of romance rules supreme. For she is the Queen of Hearts, sovereign of the Land of Love.

And now—a regal collector doll capturing her astonishing beauty, by renowned doll designer Laine Gordon. Her face sculptured in bisque porcelain and hand-painted to portray her vibrant blue eyes and sensuous lips. Her hair cascading like waves of finely spun gold.



The queen's dazzling royal scepter.



Her satin gown trimmed with gold.

Magnificently costumed in a shimmering gown of lustrous red and blue satin, the bodice accented with alluring hearts. Wearing a golden crown set with faux pearls. Hand-painted red slippers, adorned with hearts, on her feet. And proudly carrying her golden royal scepter topped with a crystal heart.

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Please enter my order for The Queen of Hearts by Laine Gordon, to be crafted for me in hand-painted porcelain and exquisite fabrics, accented with golden hearts and faux pearls.

I need send no money now. Please bill me for a deposit of \$56.\* when my doll is ready to be sent to me, and for the balance in four equal monthly installments of \$56.\* each, after shipment.

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She wears a glittering pendant.



A golden crown with faux pearls.

Please mail by July 31, 1989.

Signature \_\_\_\_\_

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City \_\_\_\_\_

State, Zip \_\_\_\_\_

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Doll shown smaller than actual size  
of approximately 22"



# G A M E B I S

EDITED BY CURTIS SLEPIAN



Wise Guys! unclothes the real Trebek.

## JEOPARDY! THE MOVIE!

**Answer:** *Wise Guys!*

**Question:** What TV show should *Jeopardy!* fans not miss?

Airing July 25th on PBS stations nationwide as part of a series of independent documentaries called *P.O.V.* (Point of View), *Wise Guys!* is a behind-the-scenes look at *Jeopardy!*'s 1987 Tournament of Champions. This annual week-long competition brings together the year's 15 top money winners for a shot at the \$100,000 top prize.

Not unexpectedly, Alex Trebek, the show's host and producer, is a central character in the half-hour film. But the contestants are the real stars of *Jeopardy!*—and of *Wise Guys!* Among them are high school teacher Danny Green, a religious man who says he prepares for the tournament by praying; former teacher Lionel Goldbart, whose chance of winning evaporates when he fails to put a response into question form; and Marvin Shinkman, a California stamp dealer. Asked what kind of mind he has, his wife answers, "A steel trap...he's a master of the obscure."

The man Shinkman and the rest of the field fear most is Chuck Forrest, a confident

young law student from Michigan. As the film follows the Tournament through the final round, Forrest's confidence is justified.

Funny and compelling, *Wise Guys!* was directed by David Hartwell, a 31-year-old native of San

Francisco, as a student project for the USC film school. Though not a game show lover (his interest in the project began after learning that a number of fellow USC students had appeared on game shows to help pay for tuition), Hartwell is intrigued by the shows' participants. Most of them, he observes, are educators and lawyers—people who deal in facts. And the best—all but one of the 15 finalists—tend to be male: "Aggressive, competitive behavior is prized in men, discouraged in women," says Hartwell.

Whether true or not, there's no denying that the men are fiercely competitive; several losers can barely contain their tears. Why does a game show like *Jeopardy!* produce such strong passions? The obvious reason is that the contestants stand to make a lot of money. But Hartwell digs deeper: "They [the competitors] are underachievers, very bright people who, for one reason or another, are not reaching their full potential. Winning on a show like *Jeopardy!* would be a kind of vindication for them."

Not everyone's ego is tied to winning. After losing, Danny Green smiled and said he had had fun, and that was the important thing. And fun is what you'll have viewing this winning documentary. —Curtis Slepian

## ZOLO CONTENDERE

It's a bug-eyed ostrich!  
It's a polka-dotted robot!  
It's Zolo!

Zolo, the upscale construction set, has been compared to everything from Tinkertoys to Mr. Potato Head. Created by a couple of baby boomers who hold these classics close to their hearts, Zolo takes off where their old favorites left off.

"Mr. Potato Head is always a mister, always a potato, and always a head," says Byron Glaser, who designed Zolo with partner Sandra Higashi. "Zolo can be whatever someone wants it to be."

A modern twist on basic stick-and-hole assembly, Zolo combines art and play in a sophisticated way that makes it as appealing to adults as to children.



Zolo leaves a lot to the imagination.

Some of Zolo's more than 50 hand-carved, hand-painted wooden pieces are shaped like squiggles, knobs, wiggly snakes, and mangoes ("or kidneys, depending on your perception," says Higashi). Breaking every rule of fashion, mint and bubblegum stripes are encouraged to mix with elegant black and white patterns or dotty arrangements in fuchsia and turquoise.

Higashi and Glaser approached a handful of toy manufacturers, but no one knew what to make of Zolo.

"How can we market a product to both adults and children?" they asked. Most visualized a plastic version.

Determined to maintain Zolo's quality and personality, Higashi and Glaser turned to New York's Museum of Modern Art. "It's not the easiest place to get into," laughs Higashi. "We were given five minutes to make

our presentation."

That five minutes resulted in an order for 1,000 toys a month. Glaser flew off to Indonesia, a country known for its exquisite woodwork, to oversee production by 600 Javanese crafts-people.

With a name inspired by the study of animals and nature, Zolo subtly sends a message. According to

its designers, "Zolo is dedicated to the idea that all things wiggly, straight, skinny, blobby, square and round, plain and spotty can come together as one."

For some fans of Zolo, though, the reason they pay its \$150 price isn't quite as profound. "I have a perpetual habit of being late," says one businesswoman, "but with Zolo in the reception area, clients don't mind waiting." —Lois Alter Mark



## CLEAN AND JERK

It takes about 20 minutes for a good cardiovascular workout. That's also about how long it takes to run a load through the washing machine. Put the two together, and you've got the Clean and Lean Laundry and Fitness Centers of California. Enter with an out-of-shape body and a load of dirty clothes, and leave with muscle tone and clean underwear.

Entrepreneur Gregory Trabert opened his first combination laundromat/gym near San Diego about two years ago. One side of the building is a fitness center complete with toning machines, weights, tanning beds, and attendants trained in the latest exercise techniques. The other side is a laundromat complete with wall-to-wall carpeting, air conditioning, and attendants who carry loads from washers to dryers for exercising customers.

Trabert considered a lot of business ideas aimed at health and beauty-conscious Californians before opening Clean and Lean, but decided most of them wouldn't wash. His mother suggested opening a laundromat where customers could do something besides watch TV and eat junk food. He took her advice, and now he's cleaning up.

Both sides of the building do well independently. Anyone can walk off the street and use the laundro-

mat. The fitness center also welcomes customers just interested in a workout.

The first Clean and Lean was so successful that a second recently opened in Los Angeles. Two more—another in San Diego and a fourth in Austin, Texas—are planned. Is it just a flash in the pan? Maybe. But even if the fitness craze reaches the end of its cycle, Trabert knows that as long as people need clean clothes, he'll never be washed up.

—Frances Severn

## DISTANCE RECORDS

Wurlitzer is the biggest name in jukeboxes—except in Pittsburgh, Pennsylvania, where Helen Reutzell, the "Human Jukebox," is a living legend.

Back in the early 1900s, Reutzell's father devised a unique system—using radio tubes and telephone lines—to broadcast phonograph records from a central switchboard over the speakers of jukeboxes in many of the city's bars. Before WWII, he had hooked up 120 jukeboxes, but when TV came on the scene and people started staying home, he eventually cut back to fewer than 20 jukeboxes.

Twelve years ago, Reutzell died and left the operation to his daughter; now she and a few assistants take requests over jukeboxes in six barrooms, talking to customers from the same musty main office in an old walkup somewhere in the city. (Reutzell keeps its location a secret because it houses a priceless collection of more than 100,000 records.)

How does it work? Reutzell explains: "You just go up to the jukebox and put your quarter in, and that sends a signal to our studio. Then I or someone else plugs into our switchboard, and you pick up the phone on top of the box and tell us what you want to hear." Personal dedications from Helen or

her helpers, which they squawk through the jukebox speakers for everyone to hear, are an extra quarter.

Hearing Reutzell for the first time can be bewildering. "I've had people say to me, 'You're not a recording, are you?'" notes Reutzell. "I say, 'No, I'm flesh and blood.'"

Some people are more bewildered than others. "One time a drunk was in one of the bars and the cigarette machine was broken," says Reutzell, "so he put his money in the jukebox instead. I could hear him say, 'Where the hell are my cigarettes?' and I kept trying to tell him all I could do was give him a song. So I finally put on 'Cigarettes and Whiskey and Wild, Wild Women.'"

Reutzell sees her service as a Pittsburgh trademark, much like the cable cars of San Francisco. "Every time I think I'll close it down, I get all kinds of flak," she says. "It just gives people a chance to talk to someone. That's why it's still around."

—Michael Rozek

## OL' YELLERS

As a way for folks to communicate, hollering is considered among the most impolite. But in rural North Carolina, hollering has long been the favored means to get a point across—across acres of farmland, that is.

Before the advent of telephones, cars, and tractors, local farmers had to holler across open fields to families or neighbors, sometimes miles away. Best described as a combination of yodels, country-music-style singing, and shouts, the hollers served as signals. "There were SOS hollers and 'I'm going to be home soon for supper' hollers," notes Ermon Godwin, Jr., a Dunn,

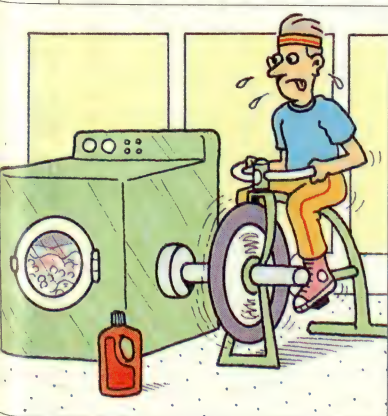


North Carolina bank executive considered an expert on the subject.

Today, thanks to Godwin, hollering has a place in the phone age. In 1969, he organized the first National Hollerin' Contest, in the nearby town of Spivey's Corner. Ever since, on the third Saturday in June, it's brought together hollers of all stripes (mostly from North Carolina) to show off their talents before a panel of judges. Last year, 4,000 spectators heard some 75 hopefuls compete for the first place trophy.

These days, hollering is more colorful than functional. Champion hollers (in mens', womens', and juniors' divisions) are usually those who make the loudest and most interesting sounds. Glenn Bolick of Lenoir, N.C., the mens' winner of 1988, explains Godwin, "had kind of a happy-time holler, to the tune of 'Rudolph, The Red-Nosed Reindeer.' He said he liked to holler around his house when he felt good." Ann Lorek of Castle Hayne, N.C., however, gave a more free-form performance when taking the womens' title. "I can't describe what she did, exactly. It sounded like she was imitating a chicken."

While gracious toward both winners, Godwin says he does miss what hollering used to sound like. "I know there are still some old-time hollers in the bayous and the back country," he offers wistfully. —Michael Rozek





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**Five Runner-Up  
Prizes**  
A GAMES T-Shirt

## CONTEST ★★★

# "UNITED" NATIONS

**In a 19x19 grid, create a crossword containing  
as many countries as possible.**

**W**e've heard that the world has been growing smaller. This got us to wondering just how much of it might fit into a crossword grid.

Listed below are the names of the 159 members of the United Nations. The object of this contest is to fit as many of them as possible into a 19x19 grid like the one shown. Each country must be entered into consecutive squares in a row or column, one letter per square, and must read either from left to right or from top to bottom, as in a crossword or crisscross puzzle. No spaces may separate the letters in a country's name; thus the two words in a country like NEW ZEALAND must be run together, and NEWZEALAND entered in the grid. Some country names appear on the list in abbreviated form, to allow them to fit into the grid; these abbreviations, but no others, are acceptable.

If more than one country is entered in the same row or column, it must be separated from other countries in the same row or column by at least one space. No countries other than those listed on this page may be entered in the grid, and no other spellings or alternative names are acceptable. In your completed grid, no row or column may contain a set of two or more consecutive let-

ters other than ones spelling an acceptable country name; that is, your completed crossword may not contain any other words or nonwords.

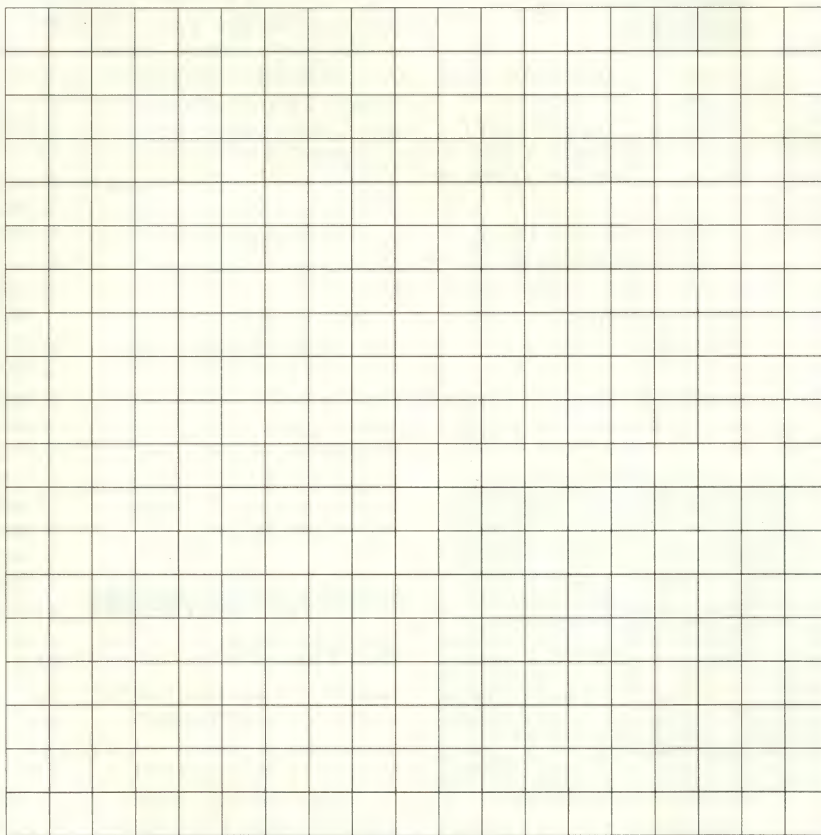
No country name may appear in your grid more than once. All the countries in your grid must be linked together, by crossing names, into a single network. Grids with separate "islands" of names are not acceptable.

**Winning** The winning entry will be the one that contains the most country names. Ties will be broken in favor of entries containing countries whose name lengths add up to the greatest number of letters.

(Note: This is slightly different from the total number of squares filled in the grid, since squares where names cross will count separately for each name.) Remaining ties, if any, will be broken by random draw.

**Entering** Send your completed grid (the one shown or a facsimile), together with your name and address, to: "United" Nations Contest, GAMES Magazine, 810 Seventh Avenue, New York, NY 10019. Important: On the back of your envelope or postcard, you must write the number of countries in your grid, and circle it. Entries must be received by no later than August 1, 1989.

—R. Wayne Schmittberger



AFGHANISTAN	BULGARIA	DENMARK	GUINEA	LEBANON	NIGER	SAMOA	THAILAND
ALBANIA	BURKINA FASO	DJIBOUTI	GUINEA-BISSAU	LESOTHO	NIGERIA	SAO TOME AND	TOGO
ALGERIA	BURMA	DOMINICA	GUYANA	LIBERIA	NORWAY	PRINCIPE	TRINIDAD AND TOBAGO
ANGOLA	BURUNDI	DOMINICAN	HAITI	LIBYA	OMAN	SAUDI ARABIA	TUNISIA
ANTIGUA AND	BYELORUSSIA	REPUBLIC	HONDURAS	LUXEMBOURG	PAKISTAN	SENEGAL	TURKEY
BARBUDA	CAMBODIA	EAST GERMANY	HUNGARY	MADAGASCAR	PANAMA	SEYCHELLES	UGANDA
ARGENTINA	CAMEROON	ECUADOR	ICELAND	MALAWI	PAPUA NEW	SIERRA LEONE	UKRAINE
AUSTRALIA	CANADA	EGYPT	INDIA	MALAYSIA	GUINEA	SINGAPORE	USSR
AUSTRIA	CAPE VERDE	EL SALVADOR	INDONESIA	MALDIVES	PARAGUAY	SOLOMON	UNITED ARAB EMIRATES
BAHAMAS	CENTRAL AFRICAN	EQUATORIAL	IRAN	MALI	PERU	ISLANDS	UNITED KINGDOM
BAHRAIN	REP.	GUINEA	IRAQ	MALTA	PHILIPPINES	SOMALIA	UNITED STATES
BANGLADESH	CHAD	ETHIOPIA	IRELAND	MAURITANIA	POLAND	SOUTH AFRICA	URUGUAY
BARBADOS	CHILE	FIJI	ISRAEL	MAURITIUS	PORTUGAL	SOUTH YEMEN	VANUATU
BELGIUM	CHINA	FINLAND	ITALY	MEXICO	QATAR	SPAIN	VENEZUELA
BELIZE	COLOMBIA	FRANCE	IVORY COAST	MONGOLIA	ROMANIA	SRI LANKA	VIETNAM
BENIN	COMOROS	GABON	JAMAICA	MOROCCO	RWANDA	SUDAN	WEST GERMANY
BHUTAN	CONGO	GAMBIA	JAPAN	MOZAMBIQUE	SAINT CHRISTO-	SURINAME	YEMEN
BOLIVIA	COSTA RICA	GHANA	JORDAN	NEPAL	PHER NEV.	SWAZILAND	YUGOSLAVIA
BOTSWANA	CUBA	GREECE	KENYA	NETHERLANDS	SAINT LUCIA	SWEDEN	ZAIRE
BRAZIL	CYPRUS	GRENADA	KUWAIT	NEW ZEALAND	SAINT VINCENT	SYRIA	ZAMBIA
BRUNEI	CZECHOSLOVAKIA	GUATEMALA	LAOS	NICARAGUA	AND GREN.	TANZANIA	ZIMBABWE



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So, whether you're going abroad for a short trip or an extended stay, you'll find that the fluency you've gained from Language/30 will make your visit easier, more pleasant, and more enriching. Instead of being a "stranger in a strange land," you'll be able to converse freely with the natives in their own language.



Each program comes with two 45-minute cassettes and a convenient phrase dictionary in a compact, 6" x 7" water-proof vinyl case.

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**\$14.95**  
each

## Which of these 31 languages would you like to speak?

1232628. Arabic	1429232. Irish	1232800. Spanish
1232636. Chinese	1232727. Italian	1232818. Swahili
1232644. Danish	1232735. Japanese	1232826. Swedish
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# The Adventures of Clement Wyssop

## THE SEARCH FOR WYSSOP ★

Those who have followed my accounts of Clement Wyssop's adventures will know that I regard him as not only the greatest explorer, scholar, and diplomat of the 23rd century, but also as a close and trusted friend. You may well imagine, therefore, my shock on tearing open the hypergram bearing my name, DR. ALFRED CURDLEMAN, and learning that my companion had contracted a dreaded called disease *narna b'tholu*—Giggling Fever.

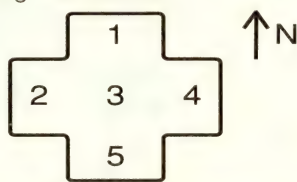
Trembling as I piloted my craft over the surface of Spica IX, the site of Wyssop's latest archeological excursion, I found at length the formation described in his last 'gram: an oval sea with three islands in an east-west row. "I am on the island Laffa," ran Wyssop's words. "The other two islands are Betha and Gammla. They are not arranged alphabetically either east-to-west or west-to-east, and the same is true if you spell their names backward."

Knowing that moments could mean the difference between life and death, I had to pick the correct island at once. Can you?

## THE TRIBES OF LAFFA ★★

Laffa is shaped like a plus sign, with peninsulas extending to the four compass points. Five tribes inhabited the island, one in the center and one on each peninsula. I knew which tribe Wyssop was visiting at the time, but not which sector each tribe occupied.

A helpful villager supplied me with the following information:



1. The Bunnids lived farther north than the Frifrls, and the Frifrls lived farther west than the Nankipanks.
2. The Hivshaws inhabited one of the peninsulas, and there were no

Nankipanks on the next two peninsulas clockwise.

3. Wyssop wanted to set up a telegraph line between the Wuwus and the Frifrls, but the shortest line between them stretched over the sea and he had no suitable cable.

Once I learned this, I knew in what part of the island each tribe lived. Do you?

## THE PHARAOH'S TOMB ★★★

Wyssop soon recovered his customarily robust health under my care. Together, we proceeded to his final archeological dig on Spica IX: the vault of the great Pharaoh of Laffa. Yet my spirits were soon dashed by such despair as I hope I may never again experience, for the stone over the entrance, having held steady for thousands of years, picked the very moment of our entry to fall and seal us in!

"Not luck," said Wyssop coolly. "The ancient engineers booby-trapped the vault. Maybe they rigged an escape route. Shine the light on the door."

I did so, and Wyssop read: "Curst be ye, if trespassers! Otherwise, press the two keystones to open the door. Yet beware that exactly four stones are liars."

"The keystones," said Wyssop, "must be two of the stones projecting from the walls. There's one at the center of each wall—north, south, etc.—and one at each corner—northwest, southwest, etc."

Wyssop then translated the inscriptions on the stones:

NW: "Exactly one keystone is in a corner."

N: "At least one keystone is a truth-teller."

NE: "The keystones are side-by-side."

E: "No three lying stones are side-by-side."

SE: "At least one keystone is a liar."

S: "Exactly two corner stones are liars."

SW: "The longest unbroken 'row' of liars is three stones."

W: "The keystones are both liars, or both truth-tellers."

"Ingenious," said Wyssop. "You'll

note that the ceiling is of the same stone as the walls, but not joined to them. Doubtless pressing the wrong ones would bring it crashing down. But one must press two at once. . .

"Not to change the subject, but is it getting stuffy in here?"

"Hmm, can't tell that it is. Well then, Curdleman, if you'll take that stone, I shall press this one, and we will be out of here in a jiffy."

Which stones were the keystones? Which stones were liars and which were the truth-tellers?

## THE FIVE CITIES ★★★★

Home safely, Wyssop described his findings to me before the campfire. The island's five tribes lived atop the buried remains of five cities, named Corypsia, Eglantia, Klava, Rhovan, and Steller. Each city had come to prominence, then decayed as the next rose.

"Between the third and fourth cities came an invasion from Gammla," he told me. "The Bunnids' city, as well as Rhovan and Steller, came before the invasion. Tomorrow we shall visit the Wuwus' city, as well as Rhovan and the fourth excavation."

"The excavations weren't done in the same order as the cities were built, were they?"

"No. The only such coincidence is that the second-oldest city was the second excavation; in fact, the first excavation was the last city (historically)."

"They tell me you excavated Rhovan just before Steller, and that the Nankipanks' city was built just before Eglantia."

"Correct. And among Eglantia, Klava, and the Hivshaws' city, the older ruins were excavated after the younger. But among the Bunnids', the Frifrls', and Corypsia, the older were excavated before the younger. Now you should be able to tell me which ruins belong to which tribe's territory, as well as the order of their ages and excavations."

Can you?





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zines. We're the cotton balls at the top of your aspirin bottle and the liquid center of your golfball. We're the tri-glycerides in your ice cream and the red dye #5 in your shampoo. We're the growth hormones in the apples you eat. We're the fumes from the industrial solvent you clean your rugs with. We're the asbestos lining your pipes. We're the chemicals in the water you drink. We're the carbon monoxide emitted from your car. We're the oil washing up on your beach. We're inside you. We're outside you. We're everywhere you are.



***We make your life  
sweeter but shorter.***



# WAR GAMES

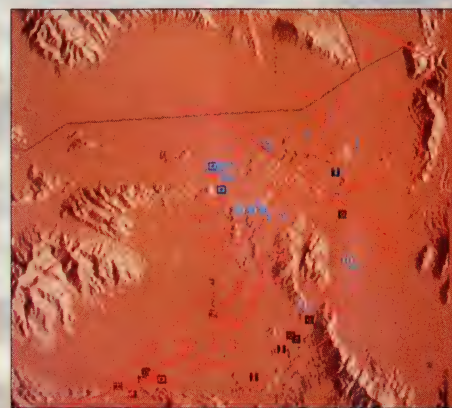
BY MICHAEL ROZEK

IT'S FIVE A.M. ON A FREEZING December night in the middle of the Mojave desert, and I'm being hurtled through the darkness in an open jeep. Sand whipped up by the wind is pelting my face like BBs; I'm desperately trying to get warm, hunkering down inside the dirty parka and fatigues I've been given for the trip. I haven't even had breakfast. But I'm supposed to be miserable. For a few

jeep's heading somewhere, but its driver, a captain, is keeping the destination secret. Around me, the blackness is eerie. I sense things moving around in the distance, but I can't see them. Every so often the jeep rushes past a checkpoint, guarded by a lone soldier in the dark. *We must be going to the front*, I figure. There, some 5,000 troops, divided into "U.S." and "Soviet" forces, in tanks and other vehicles, and backed by artillery and jet fighters, are already in action.

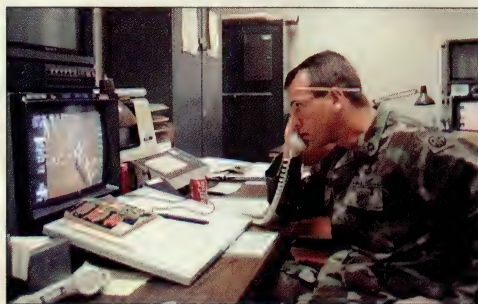
An hour later, with the sun just rising, we finally pull up to a sand dune and stop. Nearby, two American tanks are parked patiently, their motors grinding. While the jeep's radio bleats news of troop movements still miles away, we, too, sit and wait. "Sunrise," says the captain, a few minutes later. "The Blue [U.S.] force is attacking the Soviet force about now."

But suddenly, the silence is broken by a loud boom: an artillery shot, close by. (As with all weapons used in the exercise, only blanks are fired—but they sound real.) The tanks don't stir, though. "That's because of Soviet battle doctrine," yells the captain. "They usually follow their artillery with chemicals, so the American troops in any exercise are told to stay in their tanks once they hear fire."



***It's not a video game, but a computer description of a tank assault.***

Then, as the gunning picks up, there's a distant whine, which quickly grows louder, turning finally into the whoosh of two jets passing directly overhead. "That's two of theirs," screams the captain, pointing at the planes, American fighters repainted to look like Russian MIG-27s. They let go with a fusillade of 50-caliber machine gun fire. In response, a soldier pops out of a tank, holding a bazooka-like launcher, and fires a shot upward, one that in real combat might have knocked a MIG out of the sky. "Things are heating up," barks the captain, as more artillery begins rumbling in. "The jets were coming in to soften up the area. That means their tanks aren't far behind."

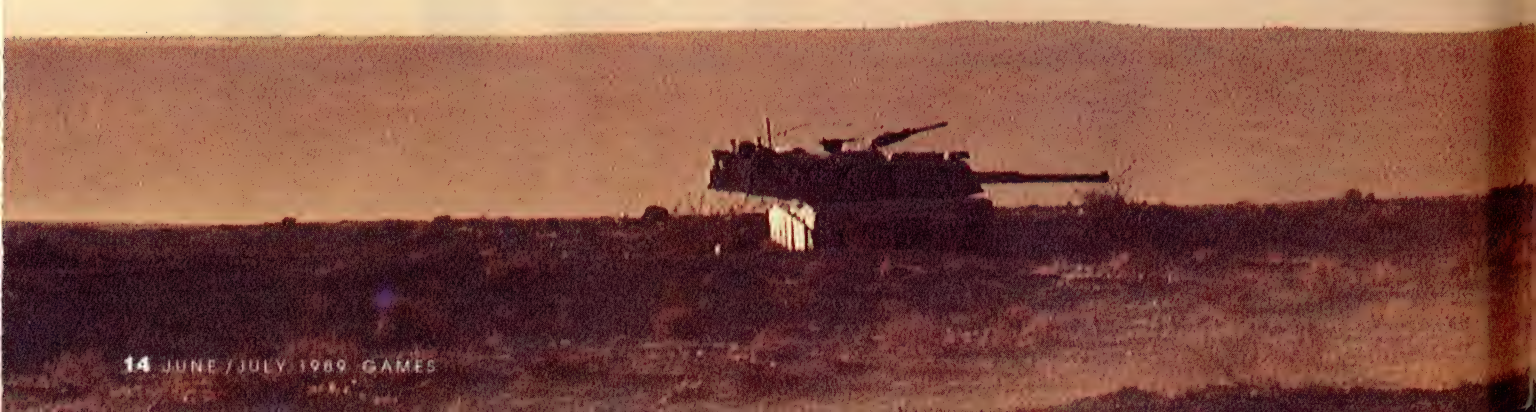


***At Operations Center, the course of the battle is tracked.***

hours, I'm in the Army—as part of a simulated combat exercise, deep inside the 1,000 desolate square miles of the National Training Center (NTC) at Fort Irwin, California, midway between Las Vegas and Los Angeles. Here, experiencing what it's like to go into battle is the whole idea.

Soldiers are accustomed to being kept in the dark by their superiors. In this simulation, it's no different. My

PHOTOGRAPHS BY JOHN HARDING





# IS HELL

*In the deserts of California, battles constantly rage between Soviet and American tank armies. It's not WWII, but you'd never know it.*

A few minutes later, the U.S. tanks move, and we follow, looking for signs of battle. As we head into the vast desert, the captain shouts that the endlessly sprawling acreage is meant to simulate the land mass of Eastern Europe. It's where Army planners think the next big war could happen, especially now that the U.S. has removed many of its missiles from the region. It's a place where our forces would go up against more than a million troops sitting on the edge of Western Europe.

And then, in a terrifying moment, I think I *am* in Eastern Europe. Emerging right before us are a group of "Soviet" tanks, painted a threatening gray and bearing red stars, speeding to the north.

"Battle's over," says the captain. "They've broken through our lines."



**A noncombatant journalist bundles up against the morning chill.**

Looks like we've lost a lot of tanks, for them to get this far."

It might be a war game, but to a non-veteran like me, it's starting to look—and feel—sickeningly like the real thing.

"THE ACTION OUT HERE," agrees Capt. Mark Dutton, one of the officers in charge of taking reporters out into the war games at Fort Irwin, "is the closest thing to combat you can experience without actually being in it. And it's also the most realistic the Army's ever conducted." (Since World War II, Army troops have played war games at a variety of other sites in the U.S. and Europe.) At this, Dutton, a Vietnam vet, pauses. "You don't see death, of course," he adds. "But you feel what people call 'the fog of war.' When things get going out here, there's an intense confusion—more intense than in New York City at rush hour."

And that's exactly the way the top brass at Fort Irwin wants it. Since 1981, when the Army installed its "national training center" and began regularly running its "heavy," or first-line, combat forces through it for war games training, close to 800,000 soldiers have known its rigors, getting invaluable preparation for battle in

the process.

"When it comes to training troops, and the logistics of staging a battle, the Mojave is ideal," explains Major John Wagstaffe, another Fort Irwin public relations officer. "It isn't totally flat, and there are rock formations to use for cover, so it replicates a lot of other



**At sunrise, tanks (here and below) advance to combat.**

topographies. Yet, the expanse of it lets you see how your people can move, and gives you plenty of room to maneuver them." And they need the room. Wagstaffe notes that while a battalion of soldiers in World War II only needed about 400 acres to operate in, today's Army typically covers 10,000 acres.

But what really makes the exercises at Fort Irwin effective training experiences—and so real—is their complexity as games. "You can't make a move without running into a rule,



fitting into a game situation, or actually scoring," says Wagstaffe, with a glee akin to a chessmaster's.

IF YOU REALLY WANTED TO play war, you'd first need to assemble a lot of people, vehicles, guns, ammo, and technology. The Army's war game planners are no different: each year, they spend \$84 million just to equip the board at Fort Irwin with the right pieces.

First, there's the enemy. Called OPFOR, for "opposing force," it's a permanent unit of Army regulars stationed at the base expressly to "fight" against the brigades of 3,500 soldiers that pass through for regular



**Tank commander Lt. Eric Turner of the American Blue Force.**

runs of mock combat. Staying on duty for tours for as long as four years, the OPFOR soldiers are trained during a two-week indoctrination course developed by Army intelligence to react like Soviets. And they're even uniformed as Warsaw Pact troops, sporting black berets capped with red stars. "Tactically, they're taught to act like the finest Soviet motorized regiments," says Wagstaffe.

Now and then, the American soldiers pitted against them see red. "They flip us the bird and things like that," one OPFOR regular recently told a writer for *Army* magazine. "Sometimes I want to walk up and show them my ID card and say that we're on the same side. [And sometimes in] battle, some Blue Force soldiers come by handing out these cards that say something like 'You've just had your butt shot off by so-and-so.' . . . They [can be] real jerks about it." In turn, as one OPFOR com-

mander, summing up his troops' position, says, "Our mission is to be a very uncooperative opponent."

Both OPFOR and Blue Force troops are kept in the field for ten days at a time, often fighting day and night, so it's no wonder they get a little testy. Throw in the desert's summer heat, winter cold, and year-round winds, and they're even more uncomfortable—an element of gritty reality that military planners love.

Then there's the hardware used by both sides in the battles. "In any two-week exercise," says Dutton, "we'll have around 1,100 vehicles—tanks, personnel carriers, and other types—in combat." Squadrons of jets, helicopters, and artillery support the tank-based forces, whose soldiers carry missile launchers and light weapons—all shooting blanks, of course. To add to the realism, teams of neutral soldiers man smoke generators mounted on trucks, and ride throughout the combat areas spewing haze. While U.S. troops employ standard issue equipment, OPFOR tanks and trucks are "visually modified" with false fiberglass fronts and different paint schemes made to simulate Soviet gear. It's even rumored that the Army throws in some real Russian tanks, accumulated from surplus dealers after the Arab-Israeli War.

By now, though, you probably have a nagging question. Since the games at the NTC don't employ any live ammunition (and no, troops aren't allowed to cold cock or wrestle each other; they're still all *American* soldiers) how are points actually scored—and battles won or lost?

The answer is lasers. In a set-up known as MILES (Multiple Integrated Laser Engagement System), which the Army spent an estimated \$100 million to develop, the soldiers, tanks, trucks, and armored vehicles used in the NTC battles are equipped with sensors that register when they're hit by a laser beam. And in turn, every small arms

## **Uniformed as Warsaw Pact troops, the "enemy" soldiers are taught to act like the finest Soviet motorized regiments.**

weapon and tank gun employed in the conflicts shoots a laser beam that "kills" soldiers or "destroys" weapons in their range.

"Let's say a Soviet tank fires at an American tank," explains Dutton. "If the beam it shoots hits the U.S. tank's sensor (a small black box), a yellow



**Heading home is an OPFOR tankforce "destroyed" by the Blue Force.**

strobe light goes off on the tank, which signifies it's out of the battle." Similarly, if a soldier's sensor, mounted on a strap he wears, is zapped by a laser beam, a loud buzzer inside the box goes off—and he's permanently "killed." "The soldier can only shut off the noise with a special key," says Dutton, "and using the key turns off his own gun, putting him effectively out of action."

As a result, says Wagstaffe, the





**"Soviet" soldiers like these are Army regulars.**

games gain a crucial measure of synchronization. "In the old days," he explains, "soldiers would argue with observers who had said they'd been hit, and disputes kept coming up. You had these 'I'm not dead,' 'You are so' arguments, like when little kids play war. MILES puts an end to that." At the same time, however, about 100 live observers dot a game battlefield during the action. And when they're not taking notes on how the troops are responding to battle conditions—the whole point of the games, after all—they're umpiring "hits" not covered by the MILES: tanks hitting simulated land mines, and the impact of blank artillery and aircraft fire.

Meantime, throughout Fort Irwin's 640,000 acres, 44 solar-powered relay stations, each linked to the MILES system, are automatically sending the data they track—types of vehicles hit, types of weapons and number of rounds fired, and a host of other statistics—back to a central computer. Senior officers directing the war games can follow the conflict blow-by-blow, as well as direct its progress, over color imaging screens looking not unlike video games. In addition, eight mobile units roam the battlefield taking live video footage of the action, which is both simultaneously reviewed at the command post and taped for later analysis—as is all the in-battle radio communication between units.

The result? Fort Irwin's brass has an almost spooky control of what happens during the war games—and the ability to use it later as a learning tool. "Afterward," says Wagstaffe, "we don't talk with the troops about who won. The results are sanitized, so no one knows which units did better than

others. Instead, we talk about why things happened—and why they should or shouldn't happen again. That's why we're here: to teach something."

Like real war was throughout history, the NTC war games are rooted in strategy: the kind Von Clausewitz wrote about and George

Patton practiced.

The game always starts the same way: with the American troops at a 3:1 disadvantage, and on the defense against Russian attack. "That's the way it'll likely shake out if there is a battle in Eastern Europe," says Dutton, "so, because we want our troops to be prepared to outmaneuver those kinds of numbers, we put them 'in the hole' here, too." (If that ratio gives you the willies, you may feel better knowing NATO still possesses nuclear weapons as a deterrent. Plus, says Dutton, displaying pride in his men, "The OPFOR forces are a lot better than the Soviet army.")

As a result of these built-in disadvantages, the Blue Forces at Fort Irwin lose a lot of battles. But in losing, they learn how to win—even when they're outnumbered. "One way the OPFOR troops can beat the Blue Force," says Dutton, "is by their reconnaissance. The Blue troops will set up their lines of defense, but when the Soviets know where they have strong and weak points, they'll just head for the seams." (This is why the battle I saw ended so quickly.)

Yet, adds Dutton, good Blue advance scouting—telling its forces where to aim their artillery—can blow up a Soviet charge, even before it manages to hit Blue's weak spots. "The key for Blue," he says, "is

to destroy the OPFOR's momentum and break up their mass."

If that were so easy, though, there wouldn't need to be a Fort Irwin. The day I watched a battle there, I talked with a Blue tank squadron that had been overrun by rampaging Soviet tanks. With their tanks' yellow lights flashing, they sat balefully on the sands nearby, waiting for an observer to come by and record they'd all been ... well, killed.

"The Russian tanks just fired faster than we did," lamented 2nd Lt. Eric Turner, a 23-year-old tank commander. "And they really did their reconnaissance—they hit us at a spot where we were really outnumbered."

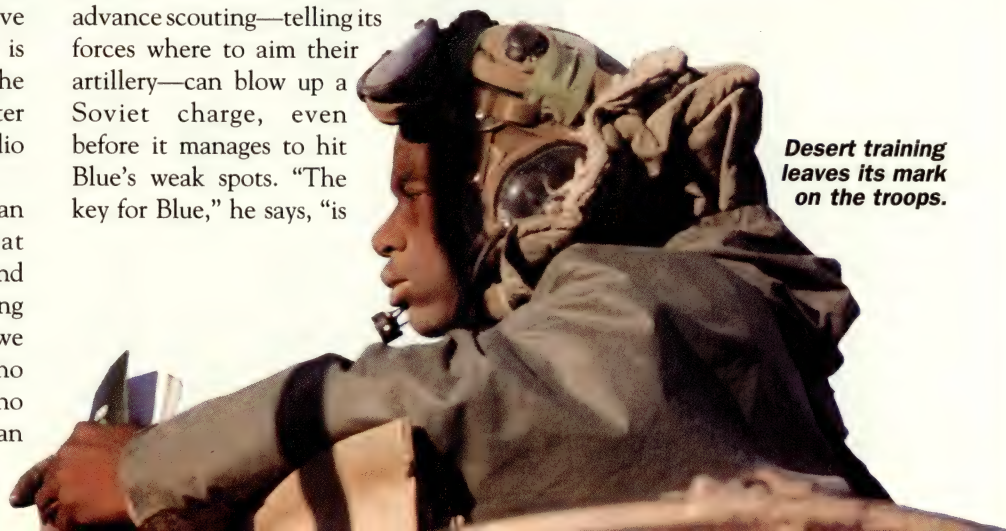
"I'm stunned," admitted 24-year-old Edwin Ramos, a sergeant in another tank. "I thought we'd have more support. The battalions that were supposed to come never did. I guess now I know why, though—they were overrun, too."

Tim Strange, a 23-year-old lieutenant, spoke for the group: "You really learn from an experience like this. For example, we came up on high ground so we could see better—but coming upon high ground is what made us vulnerable to attack. Next time, we'll make that kind of decision a lot more deliberately."

As I was walking away to my jeep, Lt. Turner called out to me to make one more point. "Just because we got killed," he yelled, defiantly, "doesn't mean we made it any easier for them."

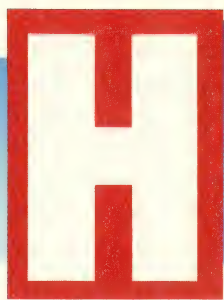
The next day, the war at Fort Irwin went on. □

*Michael Rozek is a frequent contributor to GAMES.*



**Desert training leaves its mark on the troops.**





# HIGH ANXIETY

## A Riveting

Some New Yorkers get annoyed every time another new building chokes the sidewalks of Manhattan. But when an apartment began to go up across the street from Alfred Gescheidt, he positively snapped. About 5,000 photos. Gescheidt is a professional photographer, and as the luxury high-rise rose over a three-year period, he took pictures of it every day. We've selected 17 shots, showing stages of construction from start to finish—but we've placed them out of order. So, put on your hard hats and try arranging them in their correct sequence.

ANSWER, PAGE 57





# Time Sequence Puzzle by Alfred Gescheidt





# DRIVEN TO DISTRACTION

CALL OUR BLUFF  
TAKES YOU FOR A RIDE

By NEIL STEINBERG ★☆

The old pile of junk rattled and sputtered to a stop in the vicinity of the curb and who should emerge but Jeremy Pilttdown, that sultan of sham. When we cautioned Jeremy that he probably shouldn't be driving such a beat-up old deathtrap, he stiffened and announced grandly that his car was no less than a 1961 Martin Masquerader, a high-performance luxury car designed to look like a jalopy to protect the identity of its wealthy and powerful owners. We didn't believe him for a moment, but we had a harder time deciding which of the other cars he described to us ever came off the assembly line. Can you separate the real production automobiles below from the products of Jeremy's fancy?

ANSWERS, PAGE 56



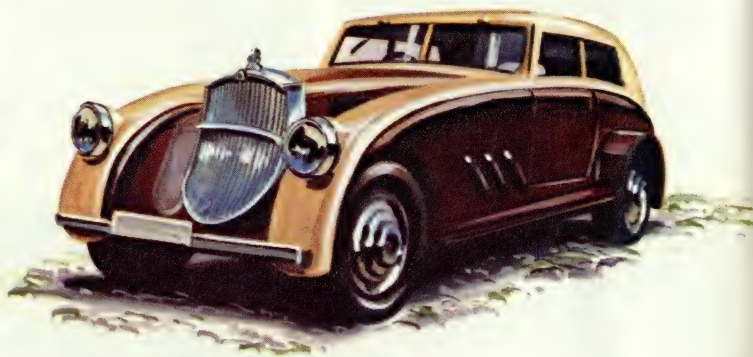
## Tiger

▲ Messerschmidt, the German company that began manufacturing the Tiger in 1953, was the same company that produced fighter planes during World War II. Their planes and cars shared some characteristics: To get in, the driver had to open an airplane-like canopy, and once inside he steered with handlebars, while the passenger sat directly behind him. Like a fighter plane, the Tiger had only three wheels, at least until 1955, when Messerschmidt added a fourth wheel. For some reason, the fourth wheel made the model do a nose dive in popularity, and the Tiger was phased out in 1962.



## Sputnik

▲ In the late 1950s, Americans' fascination with space and spaceships was reflected in their cars. Remember rocket-like fins and names like Galaxy and Comet? But we weren't alone. In 1958, the Soviet car manufacturer Kalishnikov introduced its own tribute to the Space Age, the Sputnik. Along the side of the car ran fins like those on a booster rocket. The bulbous "payload" at the front of the car resembled the Sputnik satellite, a replica of which served as the hood ornament. The car's top speed, however, was a less-than-celestial 53 m.p.h.



## Zeppelin

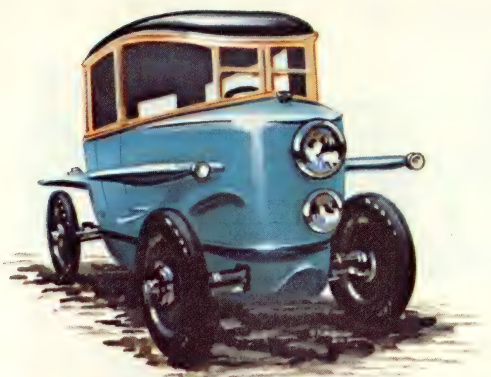
▲ The problem with running a zeppelin engine factory in Germany in the 1930s was that there wasn't exactly a steady demand for new zeppelin engines. To fill the time between engine orders, the factory began constructing an automobile named, not surprisingly, the Zeppelin. Like the airship, the Zeppelin was huge, with a seven-foot hood, a three-foot-wide radiator, and a wheelbase of 12 feet. The car weighed over three tons and had a V-12 engine and eight forward speeds. For a time it was acclaimed the "Rolls Royce of Germany"; but, like the airship, the automotive Zeppelin soon drifted from the scene.

## Amphicar

► Most cars have the tendency to sink if, say, you drive them off a pier. But not the Amphicar. Created by Hanns Trippel, who designed amphibious landing craft in World War II, the car/boat had top speeds of 72 miles per hour on land and, powered by a pair of screws at the rear, 7.5 knots in water. The convertible sold for five years, between 1962 and 1967, but was done in by American safety regulations that frowned on one of the Amphicar's slight flaws: When acting as a boat, it tended to sink in rough weather.





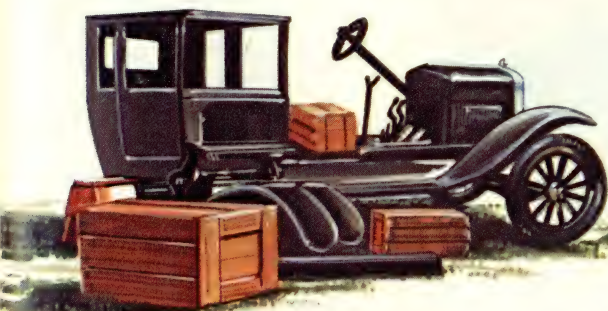


### Tropfenwagen

▲ The Messerschmidt Tiger was by no means the first German car whose design was lifted from aircraft. Edmund Rumpler's 1921 OA 104 Tropfenwagen, or Tear Drop Car, looked a bit like a plane, a bit like a boat, and a bit like a submarine. Rumpler tossed numerous aircraft flourishes into this idiosyncratic vehicle—the driver sat alone, in the front, to improve aerodynamics; sidelamps were mounted in tiny, wing-like pontoons; and the car had a tail, of sorts, in the form of a pair of rear horizontal stabilizers.

### Model S

▼ When people think of failed Fords, usually the Edsel comes to mind. But Ford had another humiliating, though lesser-known, failure: the Model S. Premiered in 1922 as a car for those too frugal to buy the Model T, the S was a Model T in kit form, deliverable anywhere in the U.S., via the U.S. Mail, for \$195. Because few people felt themselves handy enough to take on the task of assembling a car, few Model S's were sold, and only one survives today, on display in Ford's Greenfield Village in Dearborn, Michigan.



### Brush Runabout

► By 1910, when this little Brush Runabout came on the scene, most car makers had settled on the kind of folding accordion roofs found on Model Ts. Not Alanson P. Brush, who had previously designed the first Cadillac. His car was available with a sporty parasol for a roof, complete with fringed edge.



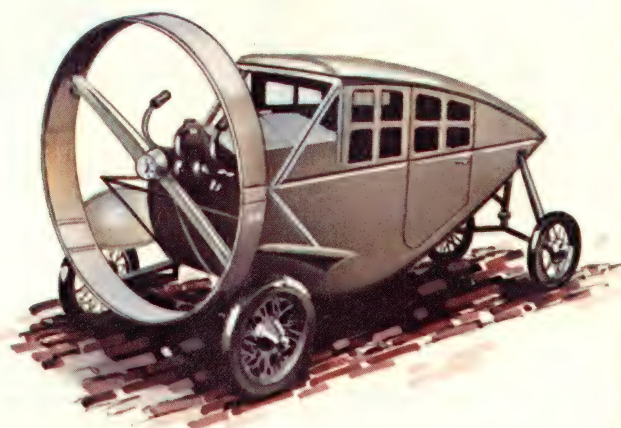
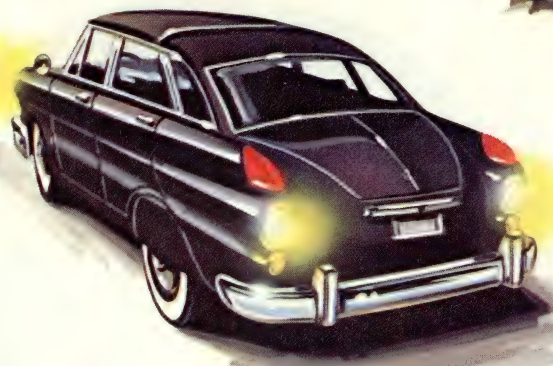
### Trojan 200

▼ Innovative doors always seem to gain a car notice. But while gullwing doors enhanced the legendary Mercedes 300SL sportscar, a single door on the front of the Trojan 200 only made the spherical little British runabout seem weirder than it already was. Not only did driver and passenger enter through the front, but once inside they were propelled along by an engine no larger than that of a riding lawnmower.



### Pathfinder

◀ The 1949 Tucker Torpedo, with its single center headlight, was only one of many cars in the late 1940s that tried to distinguish themselves with strange lighting systems. The 1949 Kaiser Broadway had a strip of headlights—eight of them—throwing blinding daylight in front of the four-door sedan. But odder still was the 1949 Pontiac Pathfinder. It had headlights in both the front and back; the rear would blaze on whenever the car was put in reverse.



### Leyat

▲ Marcel Leyat's work for the Astra aeronautical company in France left its mark on him after he quit the company to manufacture his own car. The eponymous Leyat, produced for several years in the early 1920s, had an engine that powered not the wheels, but a giant propeller, which pulled the car along—once at over 100 m.p.h. at a test at the Montlhéry Autodrome, or so the factory claimed. The Leyat also had the distinction of a separate brake pedal for each wheel.



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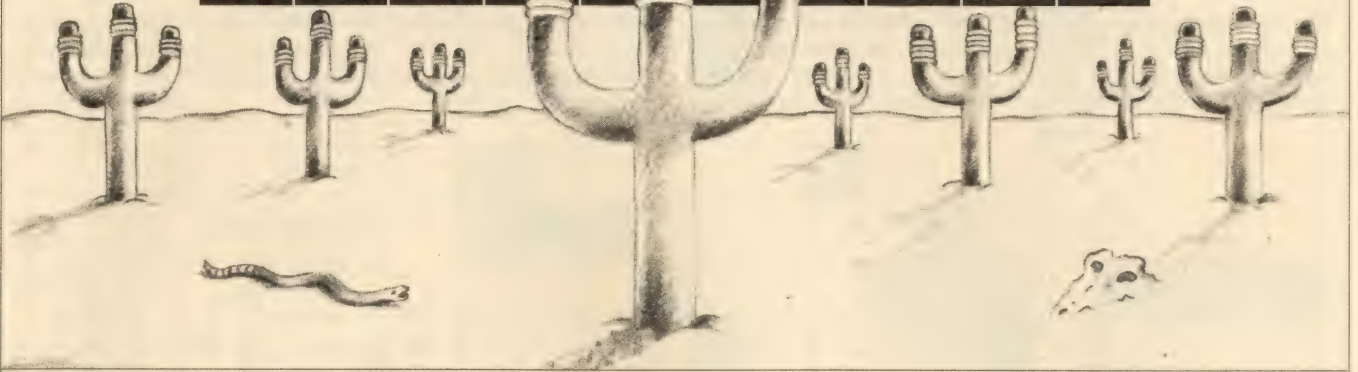
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EDITED BY WILL SHORTZ

# PENCILWISE



**HONEYCOMB** ★★

BY DON HENDERSON

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d, the letters in the outer  
the letter over number 1  
complete the dialogue begun  
hexagons, reading clock-  
ation took place.

ANSWER, PAGE 58

"What a nice sunny day!" said Mrs. Bee....

### CLUES

- |                                  |                            |  |                       |
|----------------------------------|----------------------------|--|-----------------------|
| 1 Digestion-aiding protein       | 8 Say "There, there"       | 16 Larry, Curly, or Moe                                | 24 Biological classes |
| 2 Third-prize medal metal        | 9 Angel                    | 17 Regular TV show                                     | 25 Highway            |
| 3 <i>Spaceballs</i> director Mel | 10 Ordering of patients at | 18 More than strict                                    | surfacers             |
| 4 Fit for eating on the          | an army hospital           | 19 Gotten out of bed                                   | 26 Vietnam weapon     |
| kibbutz                          | 11 Roosevelt and Ruxpin    | 20 Local dialect                                       | 27 Aggie, taw, or mib |
| 5 MBA or PhD                     | 12 Prairie squirrel        | 21 Bleachers   | 28 Sailors            |
| 6 Talked on and on—like          | 13 More sizable            | 22 Cheater's dozen?                                    | 29 Moviemaker         |
| bees?                            | 14 Electricians, at times  | 23 Household ( <i>à trois</i> ,<br><i>peut-être?</i> ) | Spielberg             |
| 7 Public speaker                 | 15 Withstand               |  | 30 Small suitcase     |



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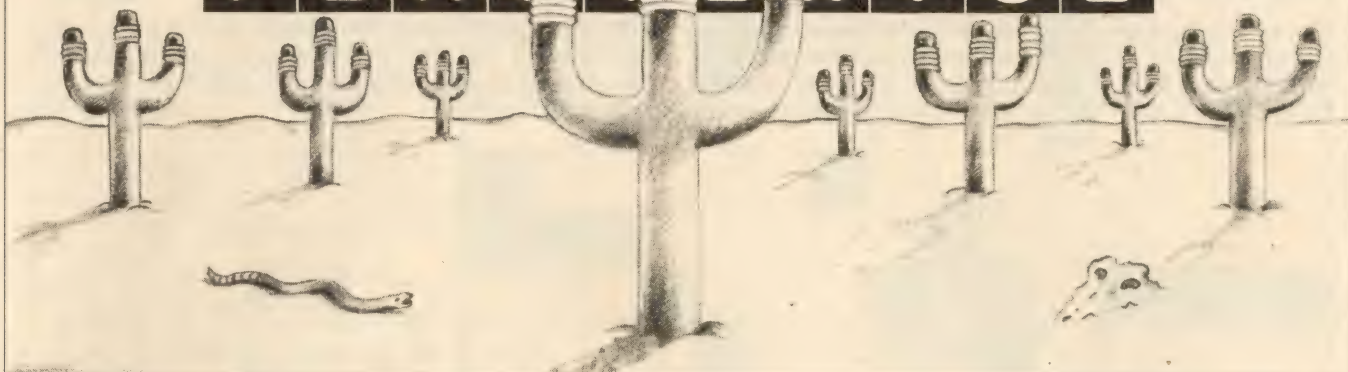
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# PENCILWISE



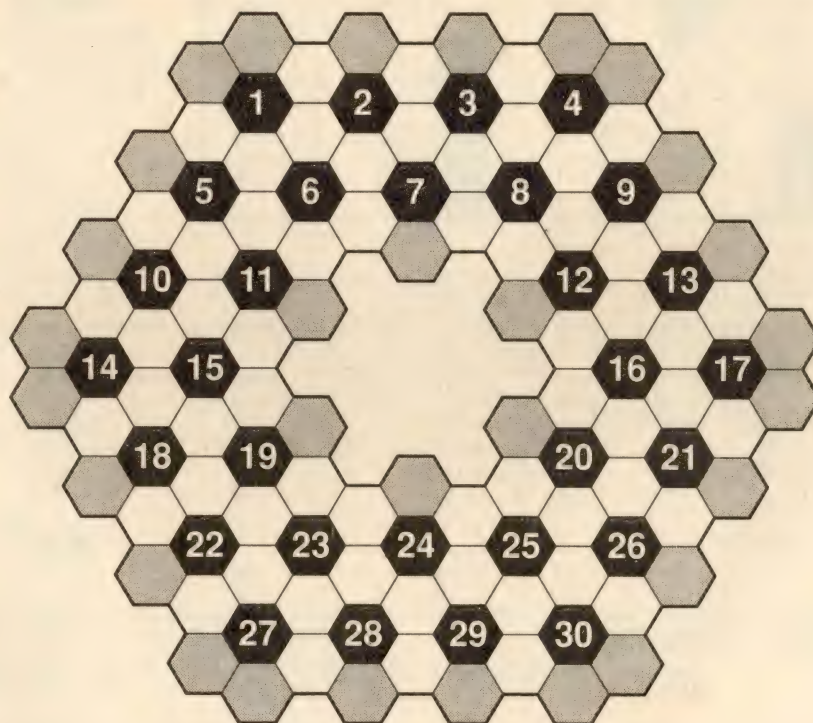
## HONEYCOMB ★★

BY DON HENDERSON

The answer to each of the clues below is a six-letter word whose letters are to be entered in the hexagons surrounding the corresponding number in the grid. By comparing adjacent answers, you should be able to tell in which hexagon each starts, and whether each reads clockwise or counterclock-

wise. When the grid is completed, the letters in the outer shaded hexagons, beginning with the letter over number 1 and proceeding clockwise, will complete the dialogue begun below the grid. The inner shaded hexagons, reading clockwise, will spell where the conversation took place.

ANSWER, PAGE 58



"What a nice sunny day!" said Mrs. Bee....

### CLUES

- |                                  |   |   |                         |
|----------------------------------|---|---|-------------------------|
| 1 Digestion-aiding protein       | 8 Say "There, there"                        | 16 Larry, Curly, or Moe                             | 24 Biological classes   |
| 2 Third-prize medal metal        | 9 Angel                                     | 17 Regular TV show                                  | 25 Highway surfacers    |
| 3 <i>Spaceballs</i> director Mel | 10 Ordering of patients at an army hospital | 18 More than strict                                 | 26 Vietnam weapon       |
| 4 Fit for eating on the kibbutz  | 11 Roosevelt and Ruxpin                     | 19 Gotten out of bed                                | 27 Aggie, taw, or mib   |
| 5 MBA or PhD                     | 12 Prairie squirrel                         | 20 Local dialect                                    | 28 Sailors              |
| 6 Talked on and on—like bees?    | 13 More sizable                             | 21 Bleachers  | 29 Moviemaker Spielberg |
| 7 Public speaker                 | 14 Electricians, at times                   | 22 Cheater's dozen?                                 | 30 Small suitcase       |
|                                  | 15 Withstand                                | 23 Household ( <i>à trois</i> , <i>peut-être</i> ?) |                         |



## A Lunar Word Search

It was 20 years ago—on July 20, 1969—that humans first set foot on the moon. That was “one small step for a man,” and now this is one giant challenge for word search solvers. Hidden in the outline of Neil Armstrong and the flag he planted

on the moon are 35 words and phrases relating to the historic moon landing. As usual, the answers run horizontally, vertically, and diagonally, but always in straight lines. How many of them can you find?

ANSWER, PAGE 58



(Edwin "Buzz") ALDRIN	CRATERS	LUNAR MODULE	ROCKET
APOLLO XI	(Walter) CRONKITE	METEORIDS	ROCKS
(Neil) ARMSTRONG	DUST	MISSION	SATELLITE
ASTRONAUT	EAGLE	MOON	SATURN V
CAMERA	FLAG	NASA	SEA OF TRANQUILITY
CAPE KENNEDY	FUEL	"ONE GIANT LEAP FOR	SPLASHDOWN
(Michael) COLLINS	HELMET	MANKIND"	TANG
COLUMBIA	LANDER	ORBIT	VACUUM
COMMAND MODULE	LAUNCH	REENTRY	"WE CAME IN PEACE..."



# HARDBODIES ★

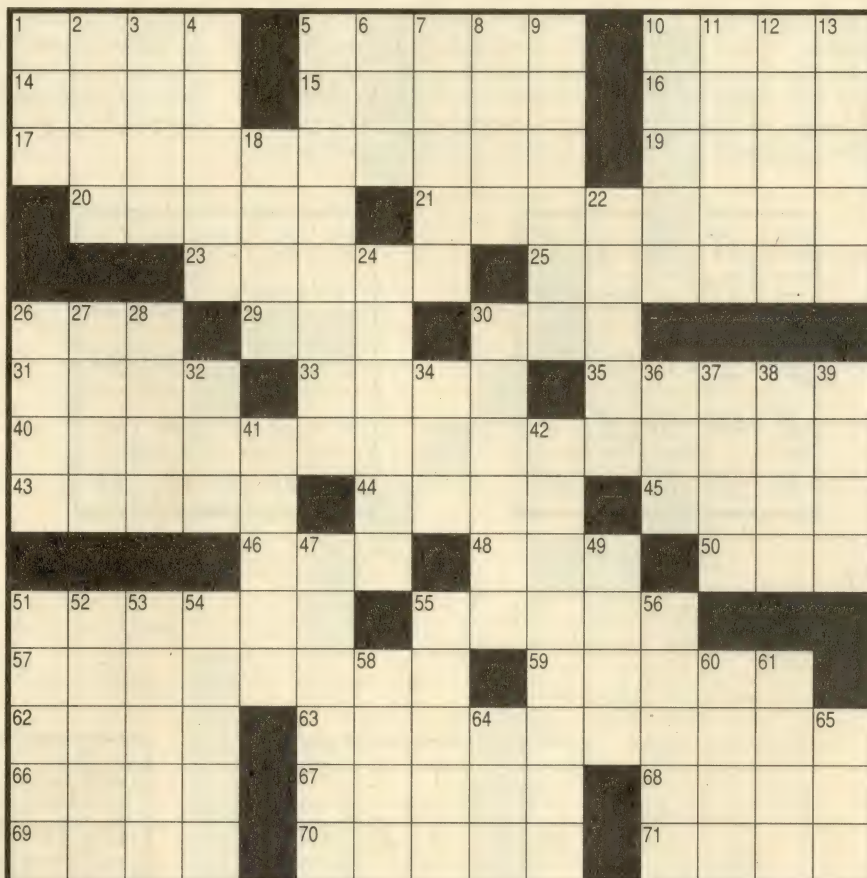
BY PETER GORDON

## ACROSS

- 1 Atlas features
- 5 On the \_\_\_\_ (over ice)
- 10 *Two Years Before the \_\_\_\_*
- 14 Old woman's home, in rhyme
- 15 Hang around in anticipation
- 16 Funnyman Johnson
- 17 1964 James Bond flick
- 19 Disney film set inside a computer
- 20 Long (for)
- 21 Landlords, when they don't pay
- 23 "Impossible!": 2 wds.
- 25 Big adventurer Herman
- 26 Show \_\_\_\_ (Hollywood goings-on)
- 29 Toothpaste type
- 30 Dover's state: Abbr.
- 31 Finished
- 33 Healthful hand cream ingredient
- 35 Fragrant spring flower
- 40 You can eat anything if you have this: 2 wds.
- 43 First few chips in the kitty
- 44 Great Salt Lake's state
- 45 Funeral fire
- 46 Toward the stern
- 48 Back talk
- 50 Dr. Ruth's subject
- 51 Ex-Defense Secretary Weinberger
- 55 Type of poker where you can really lose your shirt
- 57 Move to a new area
- 59 Exams
- 62 In current condition: 2 wds.
- 63 Poisonous snake
- 66 Seaver and Selleck
- 67 Stand up
- 68 Edison's middle name
- 69 Dueling sword
- 70 Hard-to-remove spot
- 71 Intrusive plant

## DOWN

- 1 Chinese food additive, for short
- 2 "\_\_\_\_, matey!" (sailor's cry)
- 3 Fishing rod
- 4 Family car
- 5 Galoshes, slickers, etc.
- 6 Possess
- 7 Sly
- 8 Chicken \_\_\_\_ (buttery entrée)
- 9 Zebra feature
- 10 Photo finish
- 11 One-way sign shape
- 12 Boutique
- 13 Past, present, or future



ANSWER, PAGE 58

- 18 Tadpole, when grown
- 22 Pablo Casals's instrument
- 24 100%, as effort
- 26 \_\_\_\_ Raton, Florida
- 27 Tennis great Lendl
- 28 Exciting flavor
- 30 Purify, as sea water
- 32 Highway: Abbr.
- 34 Toronto's province: Abbr.
- 36 Devilish little guy
- 37 Puts down
- 38 Land unit
- 39 Rice, Wheat, or Corn cereal
- 41 Author Asimov
- 42 Baker's dozen
- 47 Noisy brawl
- 49 Wharf
- 51 Box to ship fruit in
- 52 Man of fables
- 53 Slippery goo
- 54 Sheriff's group
- 55 Old photo tint
- 56 "Hogwash!"
- 58 Legal wrong
- 60 The "T" in TV
- 61 Rescue
- 64 Greek letter
- 65 Mom's hubby

# GET ON THE STICK ★

BY ANDREA CARLA MICHAELS

You'll need a little stick-to-itiveness to solve this puzzle. The answer to each clue below is a word ending with -STICK. For example, the clue "Twig-like insect" would lead to the answer

WALKINGSTICK, while "Violin bow" would be FIDDLESTICK. If you find any of the clues a bit sticky, you'll find all the answers in the back of the magazine.

ANSWERS, PAGE 57

1. Jack jumped over one \_\_\_\_\_
2. Chinese eating utensil \_\_\_\_\_
3. Woman's makeup item \_\_\_\_\_
4. 36-inch measuring device \_\_\_\_\_
5. What a witch rides \_\_\_\_\_
6. Arcade game controller \_\_\_\_\_
7. Physical comedy style \_\_\_\_\_
8. Prop for Ringo Starr \_\_\_\_\_
9. It's used to check the oil \_\_\_\_\_
10. Like Teflon coating \_\_\_\_\_
11. Policeman's club \_\_\_\_\_
12. Sesame or rye dinner item \_\_\_\_\_
13. Fire-starting strip of wood \_\_\_\_\_
14. Lip balm brand \_\_\_\_\_



Hidden in each box on this page are five words—four related objects or names, plus a fifth word that identifies what the other four have in common. Each word is divided into five parts and concealed sequentially from left to right in consecutive columns. For example, one of the words in box #1 is ORANGE, with the letters OR in the first column, A in the second, N in the

third, G in the fourth, and E in the fifth. The category, FRUIT, is similarly concealed in left-to-right fashion. Now see if you can find the three remaining fruits. Then try the other boxes on your own. You may cross out squares as you solve, because each will be used only once.

ANSWERS, PAGE 55

CH	<del>/</del>	<del>/</del>	N	<del>/</del>
B	U	<del>/</del>	R	<del>/</del>
<del>/</del>	OR	E	A	QU
<del>/</del>	AN	M	<del>/</del>	Y
K	<del>/</del>	R	<del>/</del>	AT

D	O	A	M	Y	L	D
J	E	T	E	R	A	Z
E	I	W	O	N	S	T
T	E	H	A	L		
A	M	P	E	D		

B	E	A	O	D	E	O
P	G	R	I	Y		
P	A	O	R	C	L	L
M	A	I	H	B	O	V
H	E	E	D	E		

1. FRUIT  
ORANGE
2. \_\_\_\_\_
3. \_\_\_\_\_

C	O	L	T	L	R
M	T	A	K	U	M
Y	E	V	A	E	L
S	I	T	R	E	T
N	B	C	I	L	

W	H	O	E	N	N	Y
E	R	T	O	E		
M	A	V	I	S	S	O
I	N	I	R	N	E	N
M	D	C	O	T	I	

4. \_\_\_\_\_
5. \_\_\_\_\_

F	I	T	E	O	E
A	E	I	N	S	
R	T	E	A	C	M
C	H	L	C	O	O
S	O	S	R	R	P

R	O	L	U	M	Y
D	R	C	H	A	D
C	U	O	B	N	C
D	R	U	R	E	L
P	A	L	N	A	

E	S	D	B	R	
D	E	S	I	O	
S	C	R	I	N	R
P	H	E	L	E	G
J	U	D	L	A	L

6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_



# HOW SWEET! ★★

BY MARGARET RIGBY

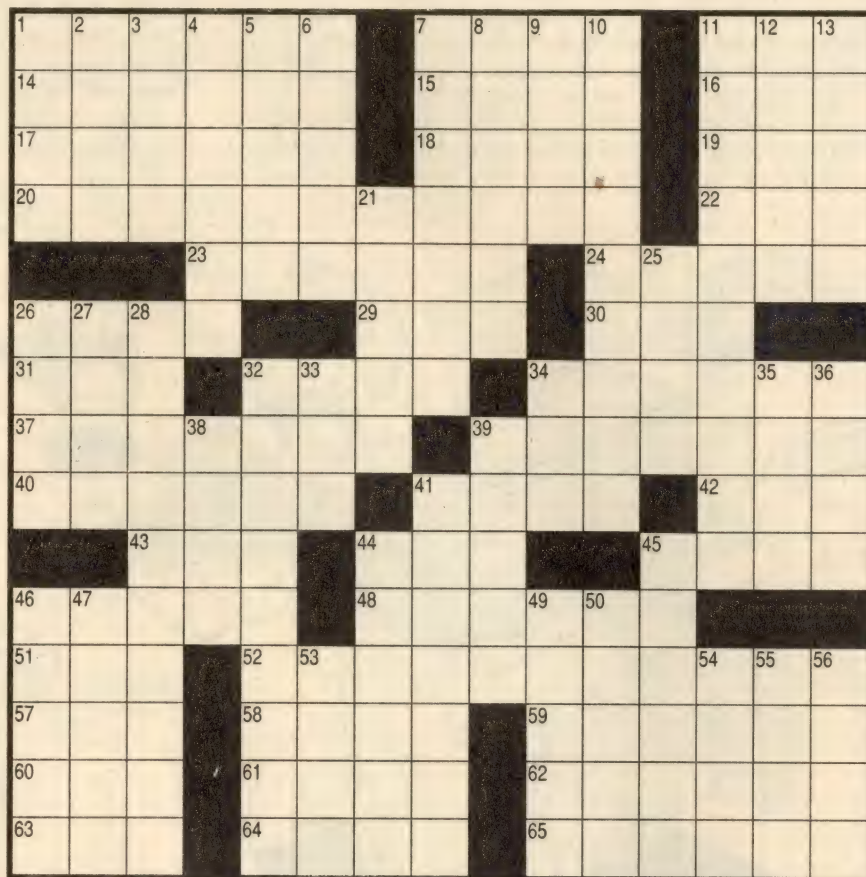
## ACROSS

- 1 Stop, as a subscription
- 7 "How \_\_\_ the little busy bee..."
- 11 Cookie container
- 14 Peter of *Lawrence of Arabia*
- 15 Ending for "buck"
- 16 Let sit, as wine
- 17 The "A" in A-bomb
- 18 Eatery sign
- 19 Prefix with fit, fire, or file
- 20 Win first prize, so to speak: 3 wds.
- 22 Hit B'way sign
- 23 Brimmed with activity
- 24 Triangular street sign
- 26 Plumb crazy
- 29 April initials
- 30 Muir or Calabash
- 31 Timetable abbr.
- 32 Dumbo's "wings"
- 34 In balance
- 37 Vegas casino \_\_\_ Palace
- 39 Indianan
- 40 Slip by
- 41 Pillow filler
- 42 Mineral source
- 43 "Merry month"
- 44 London's "big timer"
- 45 TV problem up north?
- 46 Toyota model
- 48 Woodwind musician
- 51 Baton Rouge campus

- 52 Made more palatable
- 57 Channels 14 and up
- 58 High school exam, for short
- 59 Connected by computer: 2 wds.
- 60 Gridiron official
- 61 Concerning, legally: 2 wds.
- 62 Joan of Arc, \_\_\_ Orleans: 2 wds.
- 63 Fourth year students: Abbr.
- 64 Chows down
- 65 Mr. Hemingway

## DOWN

- 1 Parka or slicker
- 2 "\_\_\_ boy!"
- 3 Alcove
- 4 Regain consciousness: 2 wds.
- 5 Upper crust
- 6 *Café con* \_\_\_ (coffee with milk)
- 7 The Rockettes, for example
- 8 Mountain nymphs
- 9 Conned
- 10 Lovers' holiday
- 11 Informal performance: 2 wds.
- 12 "I want \_\_\_ just like...": 2 wds.
- 13 Put in a new lawn
- 21 Asian rulers
- 25 Eye part
- 26 Queen Anne's, for one
- 27 Evangelist Roberts



ANSWER, PAGE 55

- |                                     |                             |                                     |                         |
|-------------------------------------|-----------------------------|-------------------------------------|-------------------------|
| 28 Sissies: 2 wds.                  | 36 Actress Barrymore        | 44 <i>African Queen</i> skipper     | 50 Submarine gadget     |
| 32 Simple: 3 wds.                   | 38 Practice with Mike Tyson | 45 Yalta Conference host            | 53 Annapolis inst.      |
| 33 '50s series <i>You ___ There</i> | 39 Kind of card or guard    | 46 Speaks drunkenly                 | 54 Ebb or neap          |
| 34 "___, right in the kisser!"      | 41 Pre-election events      | 47 Theater seater                   | 55 Baseball's Slaughter |
| 35 Architect Saarinen               |                             | 49 "Ready or not, here ___": 2 wds. | 56 Adroit               |

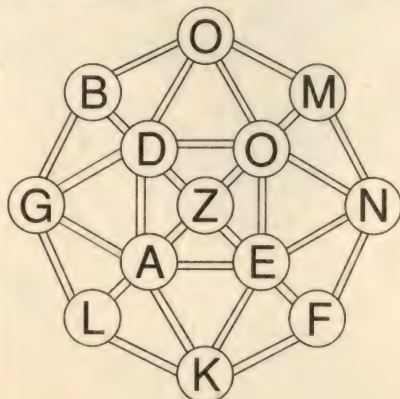
# TRAIL-BLAZING ★☆

BY GEORGE BREDEHORN

How many words of three or more letters containing the letter z can you spell out in the grid below? You may start anywhere and move from letter to letter along the paths, but don't cross or retrace your path within a word. Only uncapitalized words

are permitted. A score of 9 answers is good; 12 is excellent. Our solution lists 15 common words and one slightly less familiar word found mainly in crosswords.

ANSWERS, PAGE 60



_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



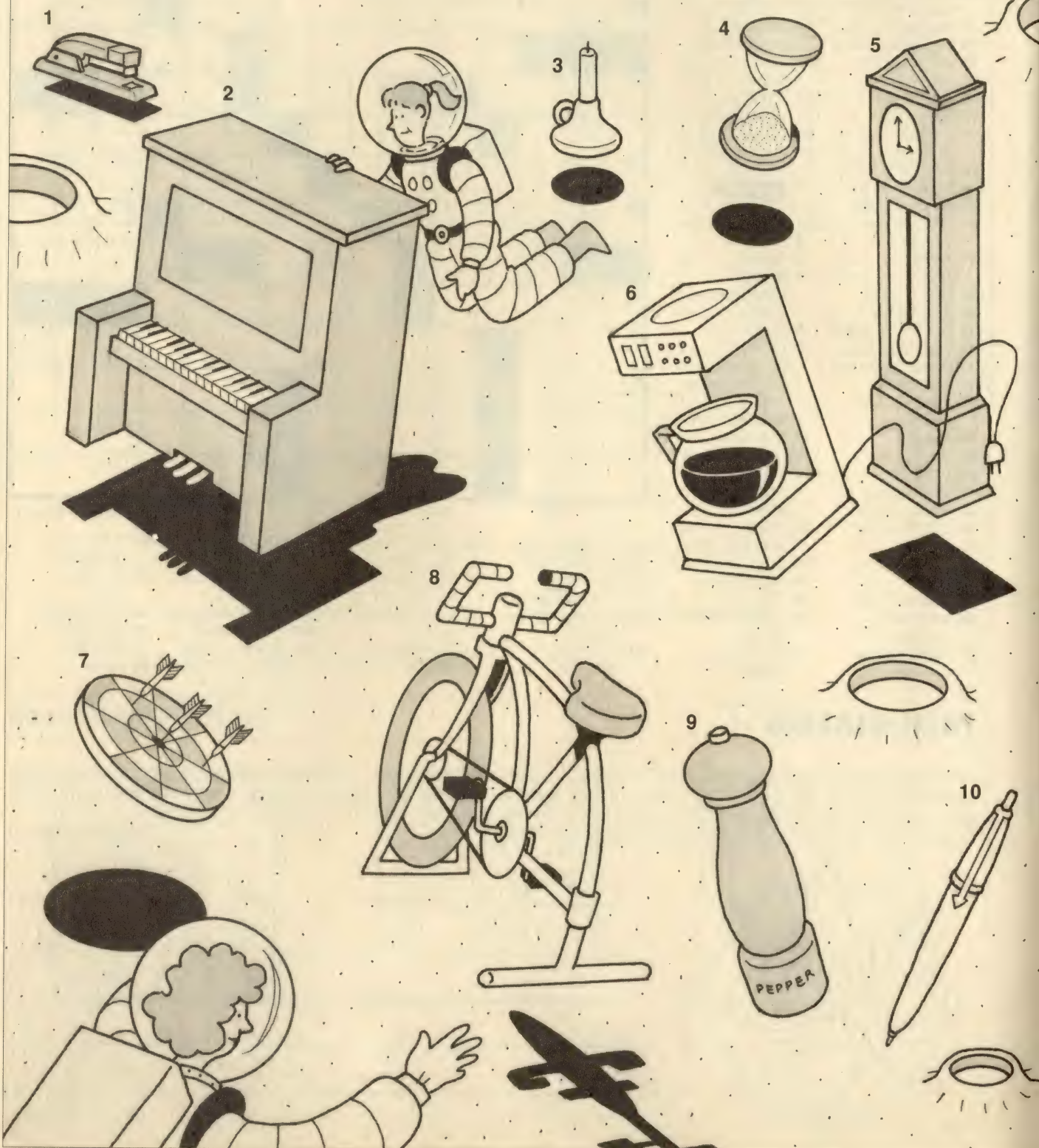
## FLOATING STOCK ☆☆

The year is 2189, and space technology has moved on apace. Space resorts are opening up everywhere, for that once-in-a-lifetime get-away-from-it-all vacation, with their garish neon signs lighting up the vast expanses of the void.

Here we see a typical family preparing to pack their space-station-wagon for the long trek out to the Milky Way Motel, where they have booked a stay. They have laid out what they

want, or think they may need, during the month-long journey. Can you help them pack their bags, bearing in mind that there will be no gravity in the space-wagon during the journey? Just determine which items pictured on these two pages would function properly in a weightless, zero-gravity atmosphere. You should have room for about a third of the things.

ANSWERS, PAGE 55









Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one

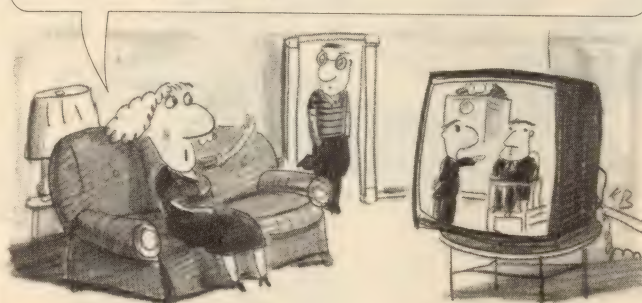
cipher to the next, and the level of difficulty increases as you progress. An asterisk (\*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWER, PAGE 55

## 1. CRYPTOON

VZFR IGMVW! OJR VZGEYR  
OJPO AMA KZ HPAYS ZT  
" \* OJR \* TRCYSCRA \* BPFR "  
MK TZC ZT " \* AMQZXVR  
\* VZGXO! "



## 2. QUITE A LIKENESS

" FCQNQ PL K NQKLHE  
ZQHSDQ DHHS FCQ JKR  
FCQR UH. FCQ AKGQ HEQ  
JQKNL CKL TQQE  
QKNEQU FCNHMXC  
ZQNLQOQNKEGQ. " — \* KD  
\* CPNLGCAQDU

## 3. SO LONG, AGO

LYK LKIG " PAAS - MDK " RWV  
KLDGANAPBEWNND  
RYBLLNKS SARZ UIAG LYK  
AZK - LBGK UWIKRKNN  
" \* \* PAS MK RBLY DK. "

## 4. SIMPLE DEDUCTION

\* YUTKWBQA, TEDJFXFXN  
TJHVG NKDLT, VTWWY  
\* SDVYBX, " VUTKT ' Y DX  
CXOTKUDXOTO  
CXOTKVDATK CXOTKIBBV —  
CXOTKYVDXO? "

## 5. COUNTDOWN

SCMP - HEXZ ZPMCPGPZ  
PFEPZH SJOZ - HEXZ  
EVPXEPZ, HPPH \* EZC -  
\* HEXZ YCLEOZP, VXEPH  
CEH EGJ HEXZH, ACMPH  
CE JFP HEXZ.

## 6. GLUG, GLUG

TVHTXRW TXKBNXN JTMJ  
CFZ - JXTDCTCX WTGNNG  
JXTGXNI FHX JZRPPRCDBM,  
XFFU T IREN, ZNCX IFZC  
XKN IGTRC.

## 7. ENVIRONMENTAL WARNING

LHZMP PHZZV MHZMI,  
PDVMG WZQYL HMRZV,  
OQLAP BCIZP KQPMF  
DRDYZ FMGZH FMPZH,  
VDQYL \* ZMHPA AMKDT.

## TIPS AND CLUES

**Cipher 1:** Compare ciphertext OJPO and OJR. These are likely to represent the common words THAT and THE.  
**Cipher 2:** The one-letter word is A, making the first name of the quotation's speaker a good bet to be AL. Bonus hint: Note the distinctive letter pattern of ciphertext ZQHSDQ.  
**Cipher 3:** Ciphertext K, appearing 12 times (7 times as a last or next-to-last letter), is likely to be an E.  
**Cipher 4:** A single letter following an apostrophe is usually an S.  
**Cipher 5:** Ciphertext ZP and PZ, appearing a total of five times, represent the common reversed bigrams RE and ER.  
**Cipher 6:** Note the unusual ciphertext pattern WTGNNG. The doubled N represents E.  
**Cipher 7:** The five vowels A, E, I, O, and U are represented by B, D, M, Q, and Z, though not necessarily in that order.



# PENCILWISE

GAMES  
DELUXE

PLUS

Editor: Will Shortz • Associate Editor: Mike Shenk

## THE SPIRAL

By Will Shortz

★★

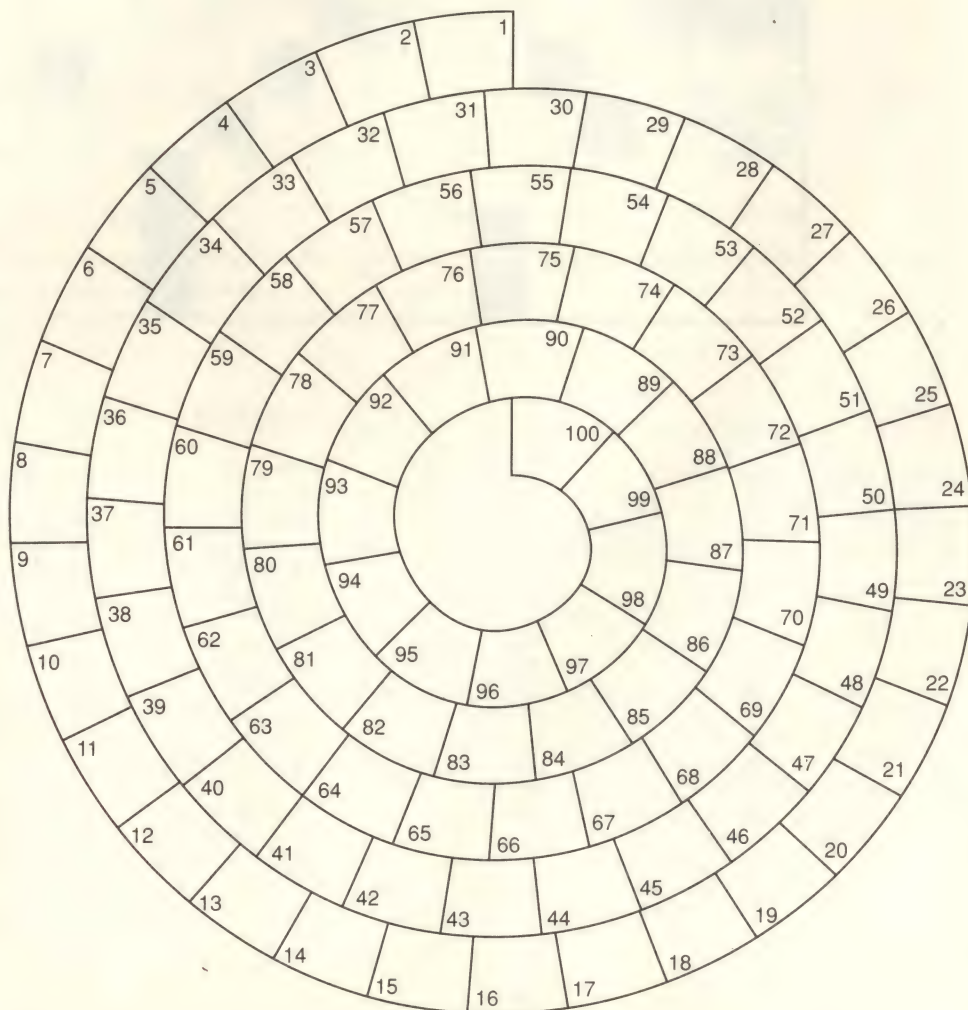
This puzzle turns in two directions. The spiral's Inward clues yield a sequence of words to be entered counterclockwise in the spaces from 1 to 100. The Outward clues yield a different set of words to be entered clockwise from 100 back to 1. Fill in the answers, one letter per space, according to the numbers beside the clues. Keep track of which way you're going and have many happy returns.

### INWARD

- 1-7 Shortstop or third baseman, e.g.
- 8-14 Dirty, run-down building
- 15-22 Hyatt competitor
- 23-27 Primitive calculators
- 28-34 What Ivan or Nicholas ruled over
- 35-41 Health setback
- 42-46 Perfectly clear
- 47-55 Sale item at the clothier
- 56-62 Voting "nay"
- 63-67 Artless
- 68-72 "She loves me, she loves me not" flower
- 73-78 Los \_\_\_, New Mexico
- 79-89 Surpassed in competition
- 90-94 Belly button
- 95-100 Atlantic City resort

### OUTWARD

- 100-93 "Pro" or "nounce," in "pronounce"
- 92-85 Backup singer for Martha in '60s pop
- 84-77 Musical prodigy
- 76-69 Its capital is Kuala Lumpur
- 68-61 Nonconformists
- 60-54 Honeymooners' mecca
- 53-49 German-made pistol
- 48-40 Twits
- 39-33 Sicily's capital
- 32-26 Like emergency measures
- 25-18 Slaughterhouse
- 17-11 Fortification elevation
- 10-5 \_\_\_ and feathered
- 4-1 Explorer Ericson



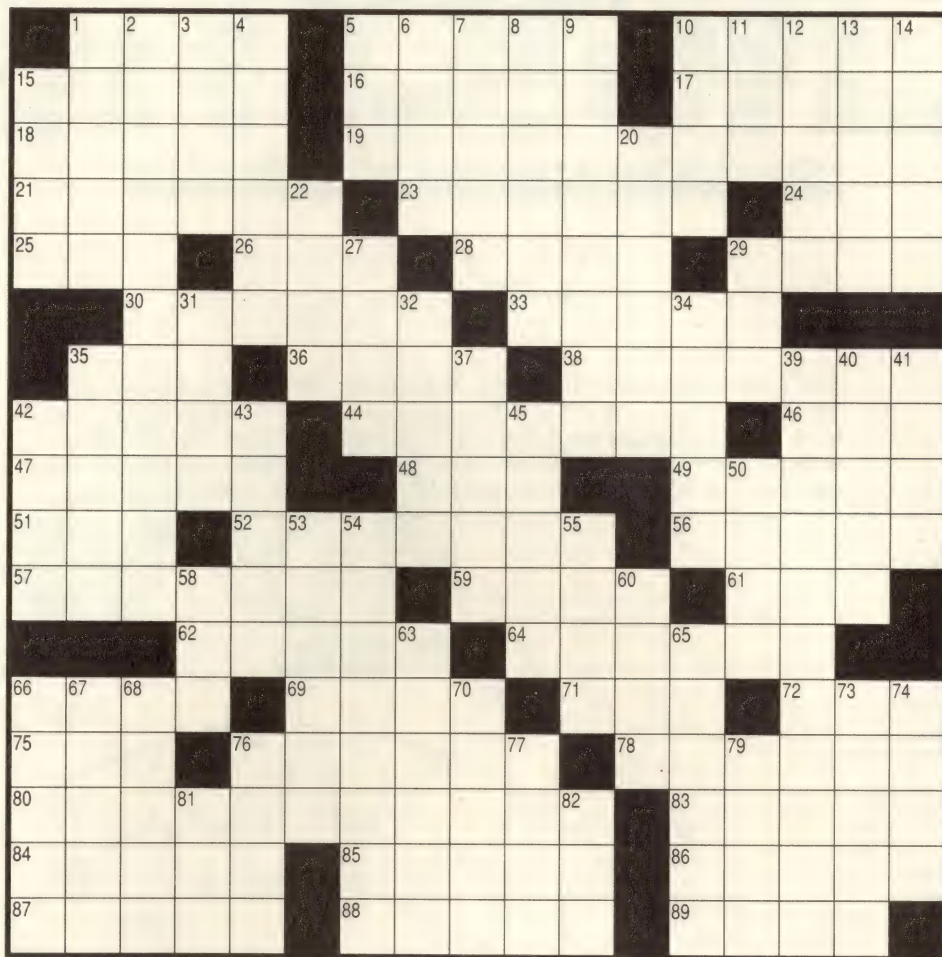
PENCILWISE PLUS ANSWERS BEGIN ON PAGE A14.

GAMES JUNE/JULY 1989 A1



# Y'S GUYS

By Ann W. Masten



## ACROSS

- 1 Walked (on)  
 5 Lorenzo of *Falcon Crest*  
 10 Director Brian De \_\_\_\_  
 15 Show to be true  
 16 Coral isle  
 17 Opera solos  
 18 Dressed  
 19 Star of *Logan's Run*: 2 wds.  
 21 Equalize, as the score: 2 wds.  
 23 \_\_\_\_ a rail: 2 wds.  
 24 Formerly named  
 25 The "P" in MPH  
 26 Cape \_\_\_\_ (Massachusetts peninsula)  
 28 \_\_\_\_ and crafts  
 29 SALT treaty signer  
 30 School essays
- 31 Giant of Greek myth  
 32 "So long!"  
 33 Walk, nervously  
 34 Sees  
 35 Mother of nursery rhymes  
 36 Italian dinner dish  
 37 TV's *Hee \_\_\_\_*  
 38 Awaken  
 39 Expensive Ford model  
 40 Bothersome bug  
 41 Columnist  
 42 Landers  
 43 Cashes in, as a ticket  
 44 Toastmaster  
 45 Make dirty  
 46 Where fodder is stored  
 47 Approves  
 48 The third dimension
- 49 Sports-loving girl, perhaps  
 50 Frees (of)  
 51 Rawls, Costello, and Brock  
 52 Tolstoy's \_\_\_\_ and *Peace*  
 53 Do lunch  
 54 WSW's opposite  
 55 Chocolate candy  
 56 Entertain lavishly  
 57 Paul and Mary's songmate: 2 wds.  
 58 "Bald" bird  
 59 *Fidelio*, for one  
 60 Make a connection with: 2 wds.  
 61 Reverie  
 62 Wandering animal  
 63 German industrial town  
 64 Agile

## DOWN

- 1 Treasure collection  
 2 *Father Knows Best* star: 2 wds.  
 3 Baking place  
 4 Figure out  
 5 On the \_\_\_\_ (fleeing)  
 6 Working hard: 2 wds.  
 7 Chocolate-coffee combo  
 8 Jazz's "Trumpet King": 2 wds.  
 9 At an angle  
 10 Good buddies  
 11 Suffix with honor or moment  
 12 Detroit footballers  
 13 Fillies' mothers  
 14 Quizmaster  
 15 Kind of school  
 20 Singer Sheena
- 22 "\_\_\_\_ and Circumstance"  
 27 Distribute the cards  
 29 One: Prefix  
 31 Myra or Rudolf  
 32 Do, re, mi, fa, so, la, ti, do  
 34 \_\_\_\_ of *Two Cities*: 2 wds.  
 35 "April Love" singer Pat  
 37 Former senator Kefauver  
 39 Famed test pilot: 2 wds.  
 40 Relieves  
 41 \_\_\_\_ 'Pea (Popeye's kid)  
 42 Snatch  
 43 Supernaturally strange  
 45 Allow inside  
 50 Melville novel  
 53 Hire
- 54 Blow up  
 55 Molasses-like  
 58 Highways: Abbr.  
 60 Actor Sharif  
 63 Excessive arrogance  
 65 Animal varieties  
 66 Confiscated cars, for short  
 67 Clumsy  
 68 Dissuade  
 70 Blisters  
 73 Assuage, as fears  
 74 Abound  
 76 Cry like a donkey  
 77 Memo  
 79 *The World According to*  
 81 Pitcher's stat  
 82 Emerged victorious



# CRYPTO-FUNNIES

By Robert Leighton

★★

In this comic strip, all the dialogue has been converted into a cryptogram. That is, every letter of the alphabet has been consistently substituted by another letter throughout the cartoon. For example, if G represents V in one word, it will represent V in every word. Look for distinctive letter patterns and punctuation to help you get started.

1



2



3



4





# MOTERING ALONG

By N. M. Meyer



Fill in the 61 car trip-related words and phrases below so that they interlock in crossword fashion in the grid. When the puzzle is completed, each word will be used exactly once. A starting hint appears on the bottom left corner of page A14.

## 3 LETTERS

AIR  
BUS  
FUN  
LOT  
OIL  
TAG  
TOP

FOOD  
IDLE  
LANE  
PARK  
RAMP  
ROLL  
SPOT  
TENT  
TIRE  
TOLL

## 4 LETTERS

CURB  
DUST  
EXIT  
FILL

## 5 LETTERS

ALTER  
CARRY

CURVE  
MEALS  
MOTEL  
RADIO  
TOURS  
VISIT  
WHEEL

## 6 LETTERS

CRUISE  
DRIVER  
SUNSET  
TRAVEL

## 7 LETTERS

AMERICA  
ARRIVAL  
MILEAGE  
ROAD MAP  
ROADWAY  
SCENERY  
TRAILER

## 8 LETTERS

DISTANCE  
EXCHANGE

GASOLINE  
PAVEMENT  
RADIATOR  
REST AREA  
SEASHORE  
TURNPIKE  
VACATION

## 9 LETTERS

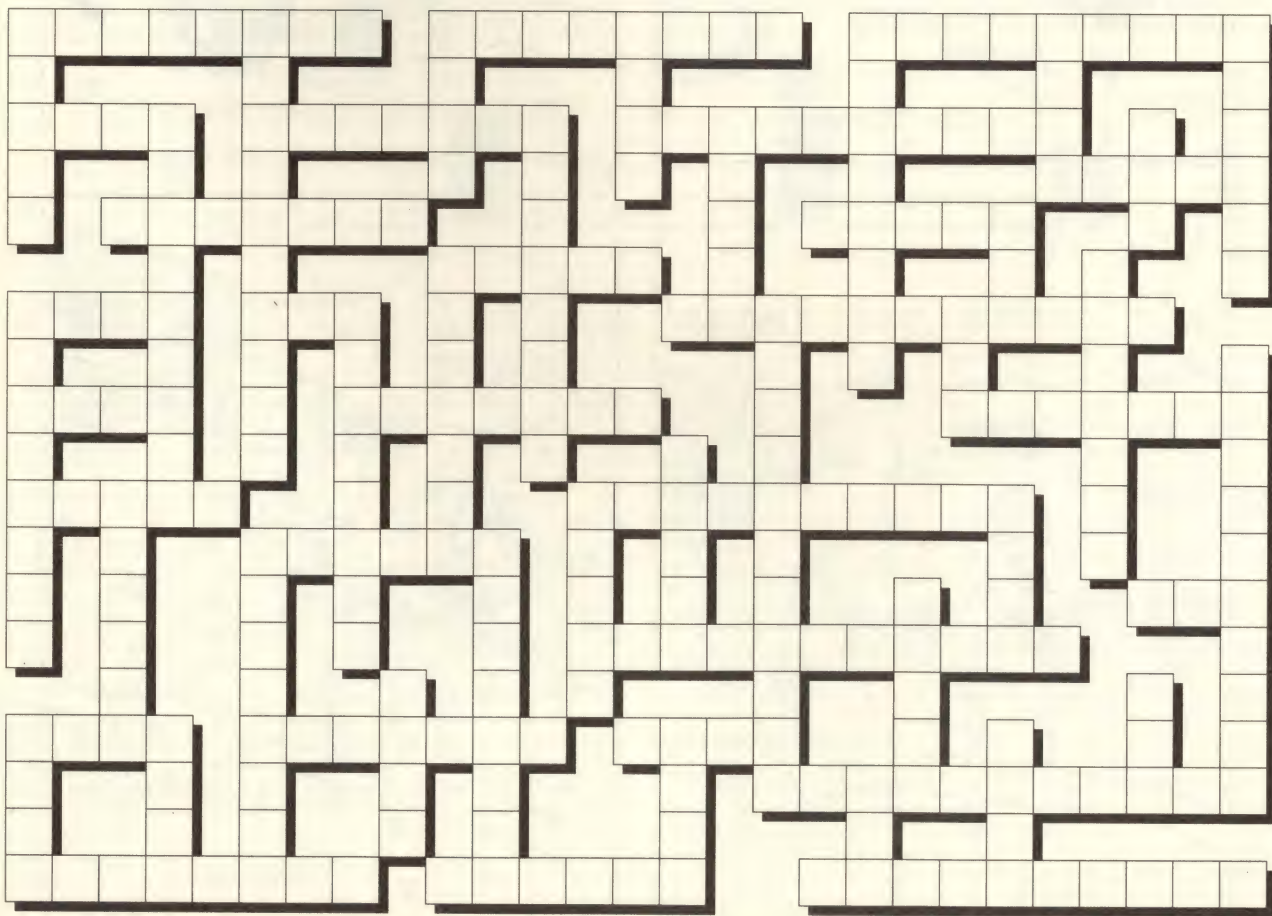
SIDE TRIPS  
TIMETABLE

## 10 LETTERS

CREDIT CARD  
INTERSTATE  
RECREATION  
SPEED LIMIT  
SPORTS CARS

## 11 LETTERS

AUTOMOBILES  
RESERVATION  
RESTAURANTS  
SERVICE AREA





# PENCIL POINTERS

By Trip Payne



In this crossword the clues appear in the grid itself. Enter the answers in the direction of the pointers.

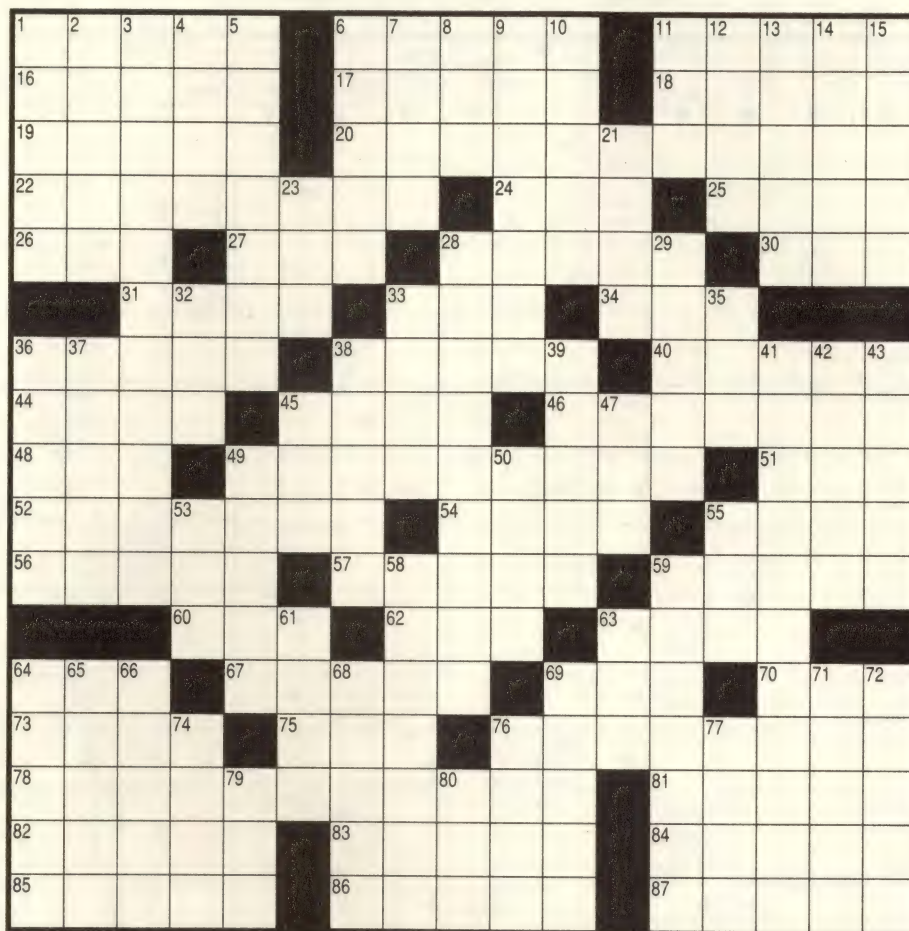
Really bright idea	▼	Chick's mom	Skiing curve	Red or Dead	Not coastal	Sault — Marie	Omitted	▼	Nevada city	1982 Disney movie	Conceit	Rich tourist types	Hail a cab, perhaps	▼	Gun-owners' org.	Less crazy	Playful mammal	Draws close to
Ph.D. paper	▶						Laugh-In comic	▶										
Take offense at	▶						Twilled fabric	▶					Furious	▶				
At a special price	▶						Nose, in: slang	▶					Fe Minor defeat	▶				
Tax forms	▶	Fatigue	— Bator	Tenant's bill		Gas used in lights		▶			Fast plane Reign	▶			Always, to a poet	▶		
▶							Getting a move on	▶		Like a candle	Movie film spool	▶			B&O et al. Scarlet	▶		
Fixed a squeak	▶					In what way?		▶			Speak	▶				Fought in the ring	Collie or beagle	In a pitiful way
Kukla, —, and Ollie	▶				Not bare-footed	Make use of						Talks like a madman		Goes out, as a tide	▶			
Polite fellows	▶					Dr. Ruth's topic				Period of history				"Dumb" girl	▶			
Person-to-person	▶	Author Ferber	Rembrandt, for one	New: Prefix		Make an effort		▶		Fred & Wilma's friend	Highest card in bridge	▶			Crossed out Cougar	▶		
▶							Diary writer Frank		Savings site					Banana part	▶			
Wasn't active	▶					Wine valley Chairs		▶			Hall-of-Famer Mel		Pal	▶				
Nullify	▶				Crime against God				Thorny flower					Applaud		Teheran native	Made over	Egg-shaped
Sleuth Spade	▶			Sports flag								More searing	Egypt's capital Night	▶				
Whiz	"Live"	Matador opposer		Robert of Air-plane!	Epoch				Lucy's best friend						Gun the motor	▶		
▶							Foyer	Author Levin	Remittance		Eggs Riding needs	▶			Nabokov novel Sphere	▶		
"I am — crook"	▶				Galleon or tanker					"Hurry up!"	▶							
Deuce beater	▶				VCR button	Ark's landing site		▶					Rain, basically	Take the bus	▶			
Rough, noisy fun	▶									Morning grass coating				Claret or port		One of the 3 Bears	Dollar bills	Mr. Disney
Party snacks		SSW's opposer	Billboards, e.g.	Bakery buy		Roads: Abbr.		— Grande		Tie Magnate Onassis	▶				Cut the grass Knock	▶		
▶							Genuine	▶				Capital of Albania	▶					
Charge with a crime	▶						As to	▶				Tooth coating	▶					
Fixes a stop-watch	▶						Singer Redding	▶				Meal	▶					



# POWER PLAY

By Stanley Newman

★★



## ACROSS

- 1 Encrusted  
6 Middle East capital  
11 Attacked, as by mosquitoes: 2 wds.  
16 One of the Astaires  
17 Fry lightly  
18 Wrestling stadium  
19 What "i.e." stands for: 2 wds.  
20 It's a matter of balance: 3 wds.  
22 Echoed  
24 Author Deighton  
25 XXX magazines  
26 Atomic-power agency: Abbr.  
27 Charged atom  
28 Houseplants  
30 Porker's pad

- 31 Like Cinderella's stepsisters  
33 Ignited  
34 "Be quiet!"  
36 Tickets to ride  
38 Scrutinizes (with "over")  
40 Boardinghouse offerings  
44 Hard to come by  
45 Tarzan's woman  
46 Gear not suitable for travel?  
48 Metallic rock  
49 Fall planting: 2 wds.  
51 "What Kind of Fool \_\_\_?": 2 wds.  
52 Impressionistic film sequence  
54 Canal enclosure  
55 Bad mood  
56 Computer key  
57 Plastered

- 59 Worker's earnings  
60 Biblical land  
62 Inflatable item?  
63 Put your foot in it  
64 Brit. Airways plane  
67 Ice handler  
69 Jack Horner's nosh  
70 Leader of the Americans  
73 Stop up  
75 Mauna \_\_\_  
76 Lab item: 2 wds.  
78 Money-saving emporium: 2 wds.  
81 Coin-toss choice  
82 Takes a taste  
83 Merman or Mertz  
84 Roast host  
85 Exhausted  
86 Knights' wives  
87 Active people

## DOWN

- 1 Kind of terrier  
2 Mathematical snake?  
3 Stay up on what's happening: 2 wds.  
4 Alternatively  
5 The fine print  
6 White as a ghost  
7 Household help  
8 Make faces for the camera  
9 Letter getter  
10 Less broken-in  
11 Ingot  
12 Enrages  
13 Shirts and skins, e.g.  
14 Whole  
15 Meat for a hamburger  
21 Rural rest-stops

- 23 Plaything  
28 Hydrants  
29 Azalea, e.g.  
32 Word of wonder  
33 Actress Anderson  
35 Very popular  
36 Ethan of fiction  
37 Composer Copland  
38 Lost color  
39 Moved stealthily, in slang  
41 Florida product: 2 wds.  
42 Ike's wife  
43 Uses a letter opener  
45 Moonshine container  
47 Lodge brother  
49 Diviner's deck  
50 Musician-cum-mayor  
53 Count on your fingers?

- 55 \_\_\_ Paulo, Brazil  
58 Henley-on-Thames event  
59 Intensified, as one's appetite  
61 Bonehead  
63 "\_\_\_, boom, bah!"  
64 Mary Queen of \_\_\_  
65 Drink rudely  
66 Comedienne Fields  
68 Snooped  
69 Opens a banana  
71 Better qualified  
72 Thumbs-up responses  
74 Secluded spot  
76 Genealogist's diagram  
77 \_\_\_-shanter  
79 Superlative indicator  
80 Ω, electrically



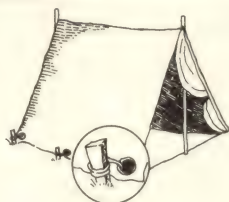
# "MAY WE SEE THE MENU?"

By Beatrice Perri

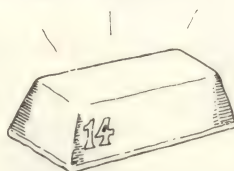
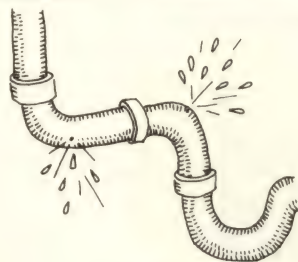
☆☆

Given the rising illiteracy rate in America, restaurants may soon be forced to adopt illustrated menus of the kind shown below. Each item on the bill of fare is illustrated by an object whose name sounds like the name of a food. For example, the first picture represents "steak" (stake). The spelling of the objects and foods may or may not be the same. Before you order your picture-perfect meal, how many of the other foods depicted here can you identify?

## Entrees



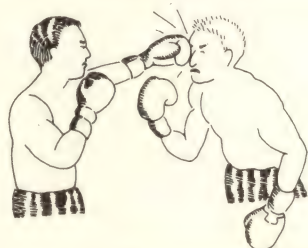
## Vegetables



## Desserts



## Beverages





## SIMPLY STATED

By Mimi Rota

☆☆

Fill in each of the blanks with the name of a state so that the sentence makes sense when read out loud. A twisted sense of pun won't hurt in solving. For example, #1 should read, "Don't UTAH and feather him—he's innocent!"

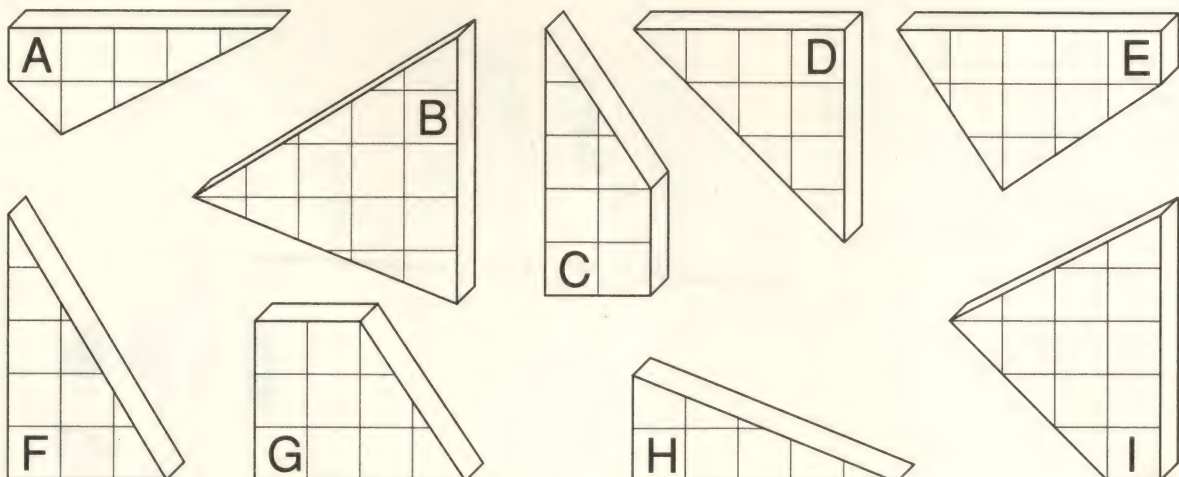
1. Don't UTAH and feather him—he's innocent!
2. \_\_\_\_\_ like that one, but I broke it while gardening last summer.
3. Noah built an \_\_\_\_\_ the rain come down.
4. \_\_\_\_\_ pigeons always come back to the coop I'll never know.
5. I'll kill him with a knife \_\_\_\_\_—whichever is easier.
6. Along with handball, squash, and \_\_\_\_\_ plays badminton.
7. Someone stole our trash \_\_\_\_\_ you can see, so we have nowhere to put our garbage.
8. \_\_\_\_\_ lot to my parents for all the help they've given me.
9. \_\_\_\_\_ stupid question if it gets me a good answer.
10. \_\_\_\_\_ loves company.
11. Going by train \_\_\_\_\_ long as the bus, but it's a more pleasant journey.
12. Don't let the old geezer who's \_\_\_\_\_ you with descriptions of his symptoms.

## SQUARING UP

By Ulrich Koch

★★

Three square tiles have been dropped on the floor, and each has broken into three pieces. Can you reassemble the tiles, making three equal-sized squares from the nine pieces shown?



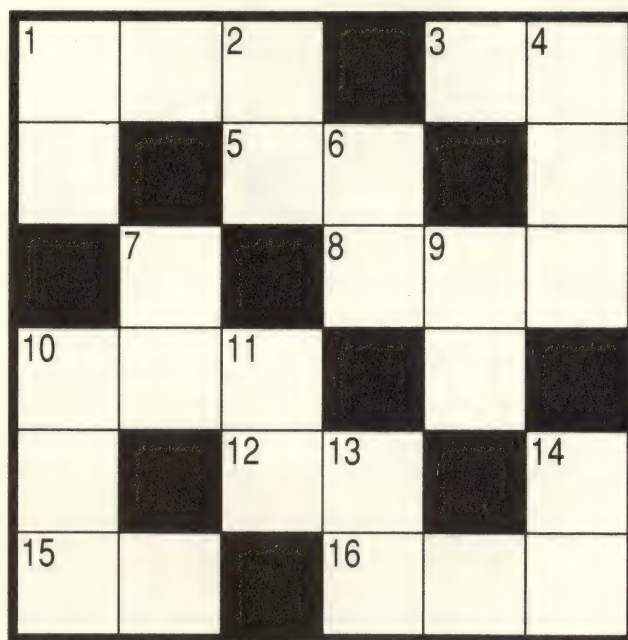


# FAMILY TIES

By Nick North

★★★

The grid and clues below are something I drew up at our most recent family get-together not so long ago, to help me remember everyone's ages more than anything else. (As eldest son I should know these things.) You'll notice when you're done that every digit is used at least once in the grid. If you'd been at the reunion, you'd also have noticed Ellie and Frank's kids—Bobby, Chuck and Dougie—who rampaged all over the house. Though my parents can both be said to be in the "prime" of life, by the end of the weekend their nerves were jangling. Everyone's age is different (except, of course, the twins!), and all of the wives are younger than their husbands. It so happens that the difference in age between my mother and father is twice that between Ellie and Frank. Can you work out how old we all are?



## ACROSS

- 1 Reverse of the square of Bobby's age; *or* square of the reverse of Bobby's age
- 3 Chuck
- 5 My brother Harry
- 8 Square number
- 10 Ages of my three sons (Luke, Mark, and Oliver) in descending order; their product is Pop's age next birthday
- 12 Pop
- 15 My brother Kevin, the third eldest child
- 16 Reverse of the square of my age; *or* square of the reverse of my age

## DOWN

- 1 Frank
- 2 Bobby
- 4 Reverse of the square of Chuck's age; *or* square of the reverse of Chuck's age
- 6 My brother Irvine; *or* Dougie + Bobby
- 7 Frank's brother, George
- 9 Mom
- 10 Irvine x me
- 11 My brother John
- 13 Me
- 14 My sister Ellie

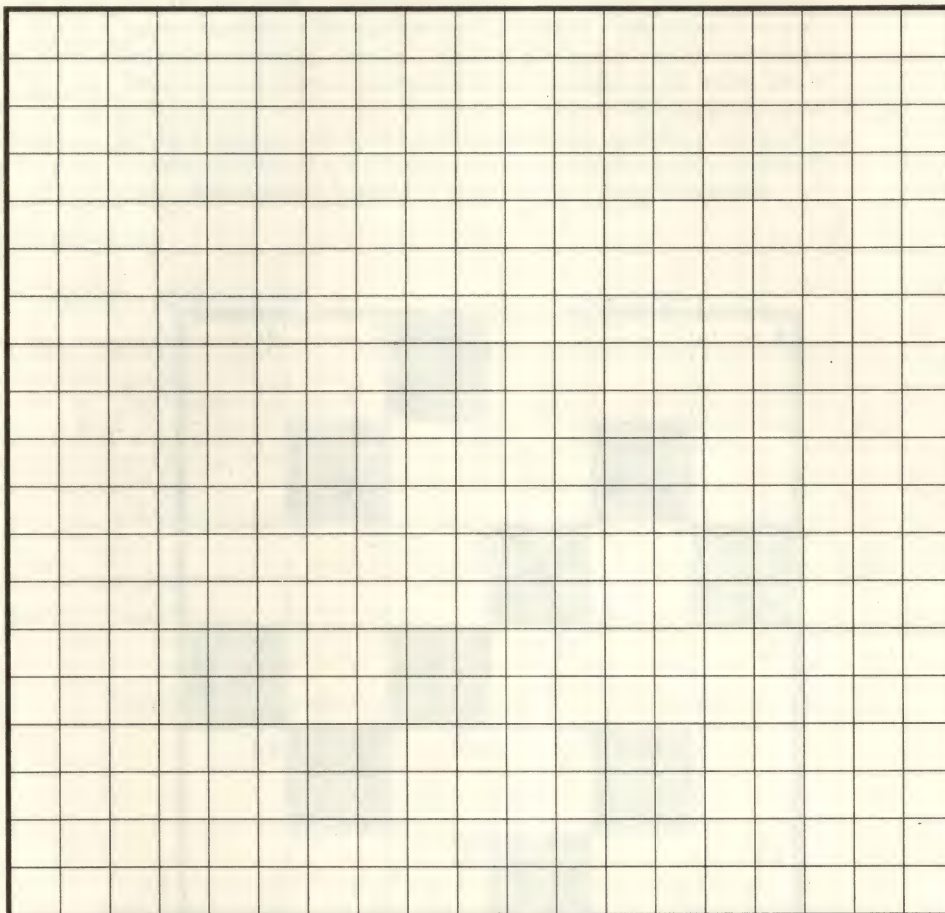


# OOPS!

By Stanley Newman

★★

This diagramless is 19 squares wide by 19 squares deep and has regular crossword symmetry. As a hint, the location of the starting square is given on the bottom left corner of page A14.



## ACROSS

- 1 Skips over  
 6 CB  
 7 Stir from slumber: 2 wds.  
 9 Store receipts: 2 wds.  
 12 Dog-tired  
 14 Bloodsucker  
 17 Hunger for  
 18 Bubonic \_\_\_\_  
 19 Pilsner, for one  
 20 The Wright Brothers, for two  
 22 Breakfast nook  
 25 Not so close  
 28 Not so tight  
 29 Standoffish  
 30 Earring sites  
 31 Photo holder  
 32 Kind of song or park  
 37 Actress Burstyn  
 38 "\_\_\_\_ me timbers!"  
 39 Expressed in words  
 41 Man with a treasure map?  
 42 Man from Munich  
 46 Yonder  
 48 *Dynasty* villainess  
 49 "Monopoly" payments  
 50 Fair and square  
 51 Harrison Ford role, familiarly  
 52 Hard candies: 2 wds.  
 58 Impolite observers  
 59 Ridiculous  
 60 Wise guys?

## DOWN

- 1 Mister Roberts  
 2 \_\_\_\_ *Room for Daddy*  
 3 Bad day for Caesar  
 4 Sardine holders  
 5 Pop-music category  
 7 Niagara and Victoria  
 8 \_\_\_\_ of society  
 9 Do evangelists' work, so to speak  
 10 Fertilizer ingredient  
 11 Kind of lily  
 12 Hank Aaron's team  
 13 Rarin' to go  
 15 Mongrel  
 16 "\_\_\_\_ a real nowhere man" (Beatles lyric)  
 17 *Dangerous Liaisons* star  
 18 Patisserie purchase  
 20 Bit of nuclear physics  
 21 Channels 2 to 13: Abbr.  
 22 100%  
 23 Card game with a pool  
 24 Corn holder  
 26 *Tiny Alice* playwright  
 27 Two-way tickets: 2 wds.  
 31 Director Parker  
 32 \_\_\_\_ *Seconds Over Tokyo*  
 33 Puts to work  
 34 Zsa Zsa's sister  
 35 Encountered  
 36 Prior to, poetically  
 37 Amendment proposed in 1972  
 38 Shell out  
 39 Light refractors  
 40 Towel inscription  
 42 1987 Jackson hit  
 43 Dark brown brew  
 44 Schnitzel ingredient  
 45 Bar on a car  
 47 Cacklers  
 53 Singer Redding  
 54 *Peter Pan* dog  
 55 Bummer  
 56 Actor Auberjonois  
 57 Comstock loads



# DOUBLE CROSS

By Anne Brown

★★★

Directions appear on page 34.

1I	2S	3N	4B	5Q	6C	7U	8J	9D		10F	11P		12R		13L	14I	15V	16G	17O	18U		19B
20N	21D	22Q	23C	24S	25L		26T		27E	28A	29M		30K	31I		32S	33L		34N	35F	36W	37K
38V		39I	40E	41M	42O	43R	44Q	45S		46L	47T	48W	49I		50K	51H	52C	53F	54J	55S	56B	
57D	58C	59Q	60T		61F	62N	63R	64I		65E	66G	67Q	68K		69V	70S		71U		72L	73P	74H
75M	76R	77E		78D	79I	80L	81J	82N	83A		84W	85C	86H		87E	88G	89K	90V	91A		92U	93B
94P		95R	96I	97Q	98F	99S	100L	101D	102E	103H		104P	105V	106B		107C	108Q	109O	110I	111U	112A	113W
	114L	115C		116K	117D	118F	119Q	120T	121J	122S	123I	124C	125O	126M		127G	128O	129E	130Q	131K	132A	133L
134P		135L	136M	137U		138O	139T	140B	141L	142C	143H	144I	145E	146J		147K		148R	149N	150T	151E	
152O	153D		154C	155G	156Q	157M	158D		159J	160E	161S	162N	163C	164A	165Q		166E	167L	168F	169W		170B
171D	172Q	173C		174P	175O		176V	177L	178N		179Q	180I	181C	182U	183R							

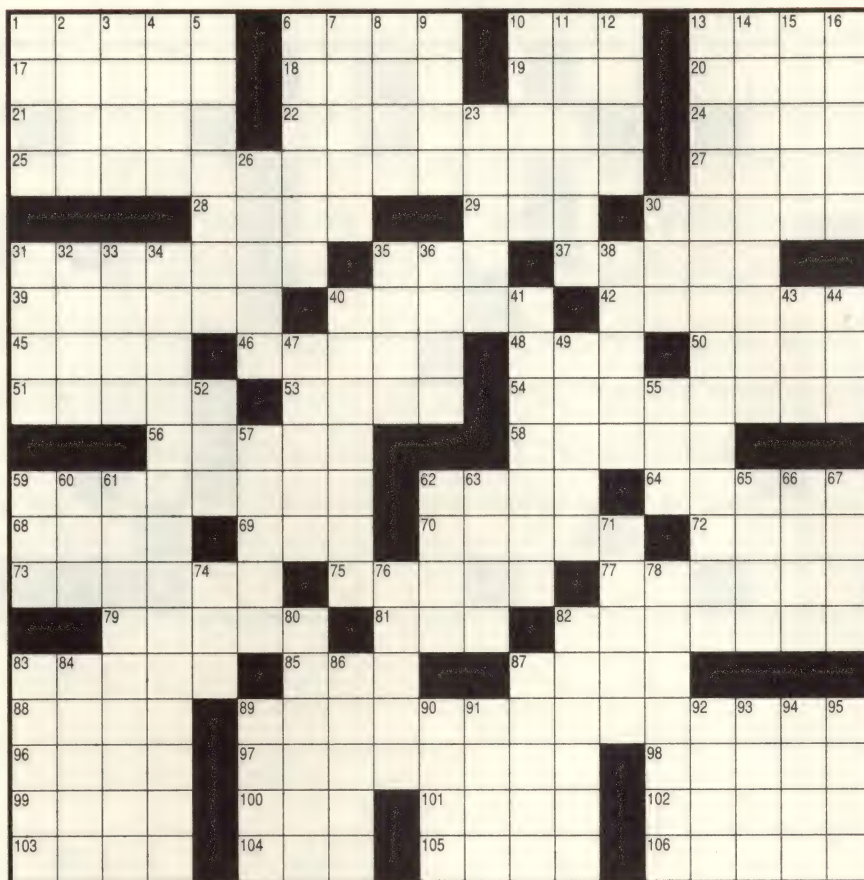
- A. Ghosts' hangouts? 112 28 132 164 83 91
- B. Peculiar to a people or locality 56 93 106 4 19 140 170
- C. With *The*, novel by Erich Maria Remarque (3 wds.) 173 23 181 85 154 58 115 142 6 107 124 163 52
- D. Don Quixote's horse 21 171 9 101 153 78 117 57 158
- E. It "colored" public opinion in 1898 (2 wds.) 77 102 129 166 40 151 87 65 160 27 145
- F. Site of a dramatic Allied evacuation in 1940 118 35 61 98 10 53 168
- G. Pennsylvania buggy travelers 66 16 88 127 155
- H. #1 Frankie Avalon hit of 1959 74 86 143 51 103
- I. Autumn spell of warm weather (2 wds.) 96 31 39 180 110 64 1 14 49 79 144 123
- J. Cease's partner 81 8 146 54 159 121
- K. Ringing in the ears 131 30 37 89 147 68 116 50
- L. Movie version of *The Front Page* (3 wds.) 177 80 13 25 167 72 141 46 100 114 133 135 33
- M. Belgian resort, site of an 1854 Manifesto 41 157 29 75 136 126
- N. *Portulaca grandiflora* (2 wds.) 149 20 162 178 3 62 34 82
- O. Reappearance of a heavenly body after an eclipse 17 109 125 42 138 152 128 175
- P. Epic by Vergil 104 73 11 134 174 94
- Q. Muckraker who wrote *The Jungle* (2 wds.) 108 67 5 156 22 165 119 179 97 59 44 130 172
- R. Repulsive African omnivore 43 12 76 183 95 63 148
- S. Frequent "source" of limericks 161 24 2 70 45 32 99 122 55
- T. Surgeon who gave his name to a mouthwash 60 26 120 139 150 47
- U. Greek monetary unit 137 18 71 111 182 7 92
- V. Bad blood 90 105 15 69 176 38
- W. Dostoevsky's *from Underground* 36 48 84 169 113



# WHAT'S BLACK AND WHITE AND RED ALL OVER?

By Karen Anderson

★★★



## ACROSS

- 1 Swiftly
- 6 Difficult position
- 10 Pitcher's pride
- 13 Paleozoic and Mesozoic
- 17 Clunker
- 18 Horn or Fear
- 19 \_\_\_ favor (help)
- 20 Athletic event
- 21 They drive kids buggy!
- 22 Chance for heads, e.g.
- 24 Crude
- 25 Answer to the title
- 27 Oodles
- 28 Turns informant
- 29 Dian Fossey subject
- 30 Falls head over heels
- 31 Magicians, e.g.
- 35 Hearing aid?
- 37 Diary spans
- 39 Fall away
- 40 Expressway gas/food stop

- 42 Symbol type
- 45 Place for Poe's Ligeia
- 46 "Back at the \_\_\_"
- 48 Go (for)
- 50 Spanish ayes
- 51 Water servers
- 53 Bath bar
- 54 13" x 16" paper
- 56 Sponsorship
- 58 Indian's A-frame
- 59 Sends on
- 62 "\_\_\_ Not There" (Zombies hit)
- 64 To the point
- 68 Russian range
- 69 "\_\_\_ say, not \_\_\_ do"
- 70 Play statues
- 72 Salmon type
- 73 Made concave
- 75 Union work sites
- 77 Prince's stand-in
- 79 Moving experience?

- 81 Flock founder
- 82 Judith Martin subject
- 83 Mr. Frome
- 85 Ages and ages
- 87 Give a bash
- 88 Stratum
- 89 Answer to the title
- 96 The O'Hara homestead
- 97 Most plastics
- 98 Electronic keyboard brand
- 99 Aphrodite's son
- 100 Mined matter
- 101 Mob boss
- 102 Start of a Roman quote
- 103 Girl Scout's accessory
- 104 \_\_\_ Boot
- 105 Ere long
- 106 Wooden rod

## DOWN

- 1 Where edelweiss grows

- 2 Where the Amazon begins
- 3 "\_\_\_, a plan, a canal ..."
- 4 Search meticulously
- 5 Guaranteed
- 6 Lemon Fresh and Evergreen
- 7 Makes lots?
- 8 Columnists' page
- 9 Second column
- 10 Make sense
- 11 Chevy's *Caddyshack* costar
- 12 1985 Cher movie
- 13 Answer to the title
- 14 Practical
- 15 Storytelling slave
- 16 Keeps as is
- 23 Giraffe's kin
- 26 Less cooked
- 30 Make doilies
- 31 Comic Johnson

- 32 Catty remark
- 33 Tiptop
- 34 Answer to the title
- 35 Pushpin kin
- 36 Arthur of the courts
- 38 Prevent
- 40 Jackie's O
- 41 Eases
- 43 \_\_\_ Today
- 44 Drink hot tea
- 47 Litmus
- red deners
- 49 Bard's output
- 52 Neptune's domain
- 55 Shepherd's site
- 57 Alums
- 59 Rubik's cube, once
- 60 "Bravo!"
- 61 Hacienda dwellers
- 62 Stash
- 63 Word before and after "against"
- 65 It's knot necessary

- 66 At all
- 67 Viking landing site
- 71 Jerk
- 74 Still, to poets
- 76 One of the Fords
- 78 Tums or Roloids
- 80 Toledo lady
- 82 Canadian brewer
- 83 Belittling suffixes
- 84 Diana's topper
- 86 Gawks
- 87 Silent screen star
- 89 Snake, e.g.
- 90 1979 Village People hit
- 91 *Blind Ambition* author
- 92 Mexican hero?
- 93 Words after 102-Across
- 94 J'\_\_\_ (I love): Fr.
- 95 Coward of the theater

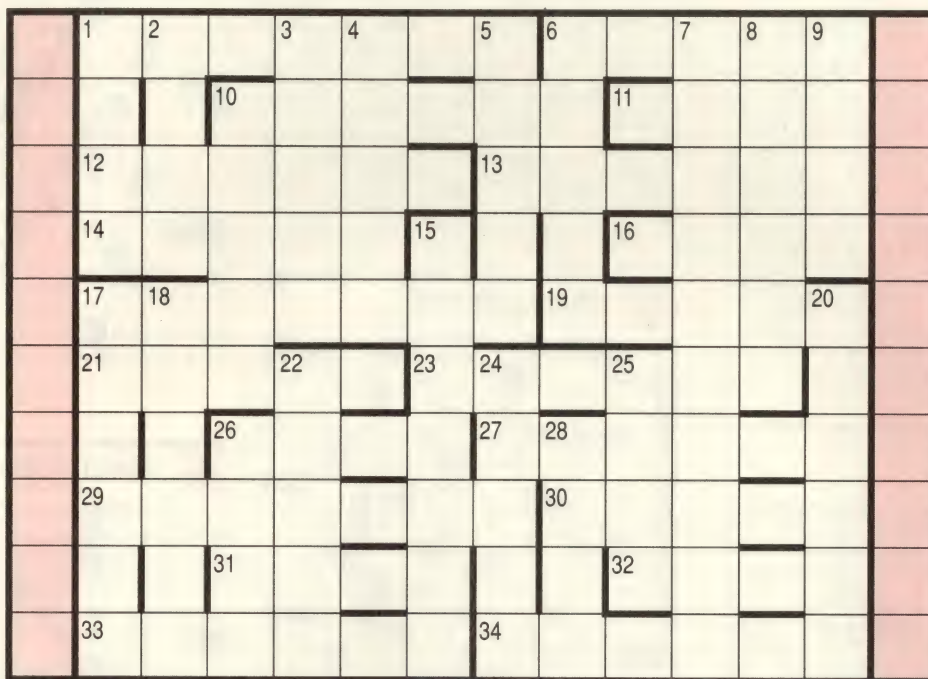


## DROPOUTS

By E. R. Galli

★★★

The answer to each of the Across clues is one letter too long to fit into the diagram. Remove one letter and enter what's left, which will also be a word. Put the extra letter in the nearest shaded square in the left or right column. When completed, these columns, reading down, will be self-explanatory. Down clues are treated normally.



## ACROSS

- 1 Very hot style's start, clad oddly in bit of gingham (8)  
 6 Concerning black mud: turned over, it becomes thicker (6)  
 10 Farm laborer that is beginning to sow flowers (7)  
 11 Say we have to make tapestries (5)  
 12 He's given all his meals—bread or bananas (7)  
 13 Page 50: strange genus of ducks underwater (7)  
 14 Team circles left and right, breaking pitch (6)  
 16 Marc Antony can deliver part of a long poem (5)  
 17 Struggled vigorously to sleep in lewd arrangement (8)  
 19 Piano asset: "Chop Sticks" (6)  
 21 Whiskey, including Ed Begley's fifth of cheap booze (3-3)  
 23 Man with the army engineer is older (7)  
 26 Depend on Ford model at bad ruts (5)  
 27 Singers Boone and Fitzgerald offering selection from "Dem Bones"? (7)  
 29 Chet takes college army program—that's an odd idea (8)  
 30 Shortly to catch Capone in speakeasy (6)  
 31 Head of state to be concerned in panic (5)  
 32 French due to be upset by famous psychologist (5)  
 33 Saint with lots of flowers? (7)  
 34 Takes advantage of following small island horses (7)

## DOWN

- 1 Shows grief for really rotten people? (4)  
 2 Composed "Loco-Motion"? (4)  
 3 Valuable deposits . . . quite a bit, by the sound of it (5)  
 4 Heartlessly infer Tchaikovsky's First is not moving (5)  
 5 Very cold English princess with support rising (5)  
 6 Forcefully take over this country by standing around, right? (5)  
 7 Bum ate bagels including bit of lox and trifles (10)  
 8 Plane veneer awkwardly (6)  
 9 Peace of mind with rain check (4)  
 10 Reportedly bunch of lions showed inquisitiveness (5)  
 15 Taunts surrounding street clowns (7)  
 17 Ruins Harrison, one hears (6)  
 18 Postmaster, e.g., retired, concealing sorrow (6)  
 20 Introvert's last to be seen in beaches where the spectators are (6)  
 22 Southwestern plant turned over 50% accuracy after year (5)  
 24 Topic's shifting time, showing a kind of nerve (5)  
 25 Unwilling to hear decaf doesn't contain a bit of coffee (4)  
 26 Outspoken rows came up (4)  
 28 Chase around harbors sailing a boat (4)



**P L U S**

D	S	C	A	L	I	N	G	U	M	B	E	R	D
E	O	O	P	O	N	I	E	S	W	A	V	E	F
A	B	O	R	D	E	R	L	U	N	G	E	S	P
D	S	L	I	E	R	J	I	R	C	A	N	T	O
L	W	R	E	S	T	E	D	P	A	T	E	S	S
E	R	E	D	Y	E	S	O	L	D	E	R	T	I
T	E	G	R	U	S	T	P	A	E	L	L	A	T
T	C	R	O	C	H	E	T	S	A	L	O	N	O
E	K	E	S	C	A	R	I	E	F	E	U	D	R
R	S	T	E	A	M	S	C	A	U	S	E	S	Y

DOWN: 1. Sobs (SOBs) 2. Cool (loco) 3. Lodes (loads) 4. Inert (infer - f + T) 5. Gelid (di + leg) 6. Usurp (U.S. + up + r) 7. Bagatelles (take bagels + l) 8. Evener (veneer) 9. Rest (restrain - rain) 10. Pried (pride) 11. Jesters (jeers + st.) 17. Wrecks (Rex) 18. Regret (postmaster E.G. REtired) 20. Stands (t + sands) 22. Yucca (accu + y) 24. Optic (topic) 25. Deaf (decaf - c) 26. Rose (rows) 28. Asea (chASE Around).

1-Across starts in the tenth square of the top row.

VACATION	TURNPIKE	SIDE TRIPS	
INTERSTATE	OVERNIGHT	RECREATION	UN
SPOT	TRAILER	RECREATION	UN
AMERICAN	LES	WHEEL	TOURS
EXIT	MOTEL	RESERVATION	SP
CURB	SCENERY	ROADMAP	PORT
HIGHWAY	ALTERNATE	CREDIT CARD	WAY
DRIVER	RESTAURANTS	BUS	CAR
ARRIVAL	TIRE	AUTOMOBILES	
PAVEMENT	CRUISE	SPEED LIMIT	

S				P			W		
T	H	E	S	I	S	A	R	T	E
J	O	H	N	S	O	N			
O	N	S	A	L	E	S	E	R	G
K			A		N	E	O	N	
R	E	T	U	R	N	S		D	
			O	I	L	E	D		
F	R	A	N			A	V	A	I
G	E	N	T	S		S	E	X	
E			H			T	R		
O	N	E	O	N	E		B	A	N
I	D	L	E			N	A	P	A
U	N	D	O			S	I	N	
S	A	M				P	E	N	N
A						A	G	E	
H	O	T	S	H	O		Y		
N	O	T	A			S	H	I	P
T	R	E	Y			A	R	A	R
H	O	R	S	E		P	L	A	
E			J			L		M	
C	A	N	A	P	E	S		R	E
I	N	D	I	C	T			I	N
R	E	S	E	T	S		O	T	I

Sometimes, in a summer morning...I sat in my sunny doorway from sunrise till noon, rapt in a reverie, amidst the pines and hickories and sumachs, in undisturbed solitude and stillness. ...I grew in those seasons like corn in the night.—  
Henry David Thoreau, *Walden*

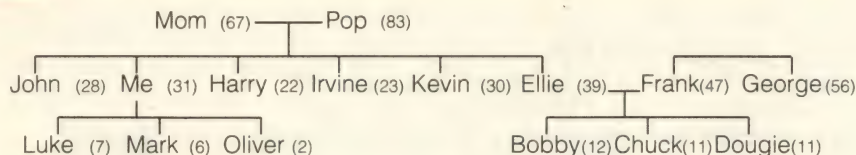
T	R	O	D		L	A	M	A	S		P	A	L	M	A
P	R	O	V	E		A	T	O	L	L		A	R	I	A
R	O	B	E	D		M	I	C	H	A	E	L	Y	O	R
E	V	E	N	U	P		T	H	I	N	A	S		N	E
P	E	R		C	O	D		A	R	T	S		U	S	S
			T	H	E	M	E	S		T	I	T	A	N	
	B	Y	E		P	A	C	E		N	O	T	I	C	E
G	O	O	S	E		L	A	S	A	G	N	A		H	A
R	O	U	S	E			L	T	D			L	O	U	S
A	N	N		R	E	D	E	E	M	S		E	M	C	E
B	E	G	R	I	M	E		S	I	L	O		O	K	S
			D	E	P	T	H			T	O	M	B	O	Y
R	I	D	S		L	O	U	S		W	A	R		E	A
E	N	E		B	O	N	B	O	N		R	E	G	A	L
P	E	T	E	R	Y	A	R	R	O	W		E	A	G	L
O	P	E	R	A		T	I	E	T	O		S	D	R	E
S	T	R	A		E	S	S	E	N		S	P	R	Y	

C	A	K	E	D		A	M	M	A	N		B	I	T	U	P	
A	D	E	L	E		S	A	U	T	E		A	R	E	N	A	
I	D	E	S	T		H	I	G	H	W	I	R	E	A	C		
R	E	P	E	A	T	E		L	E	N		S	M	U	T		
N	R	C		I	O	N		F	E	R	N	S		S	T	Y	
			U	G	L	Y		L	I	T		S	H				
F	A	R	E	S		P	O	R	E	S		R	O	O	M	S	
R	A	R	E		J	A	N	E		N	E	U	T	R	A	I	
O	R	E		T	U	L	I	P	B	U	L	B		A	M	I	
M	O	N	T	A	G	E		L	O	C	K		S	N	I	T	
E	N	T	E	R		D	R	U	N	K		W	A	G	E	S	
			N	O	D		E	G	O			S	H	O	E		
S	S	T		T	O	N	G	S		P	I	E		J	A	Y	
C	L	O	G		L	O	A		T	E	S	T	T	U	B	E	
O	U	T	L	E	T	S	T	O	R	E			T	A	I	L	S
T	R	I	E	S		E	T	H	E	L		E	M	C	E		
S	P	E	N	T		D	A	M	E	S		D	O	E	R		

A	P	A	C	E		S	P	O	T		A	R	M		E	R	A	S
L	E	M	O	N		C	A	P	E		D	O	A		M	E	E	T
P	R	A	M	S		E	V	E	N	O	D	D	S		B	A	S	E
S	U	N	B	U	R	N	E	D	S	K	U	N	K		A	L	O	T
			R	A	T	S				A	P	E		T	R	I	P	S
A	M	A	Z	E	R	S		T	A	P		Y	E	A	R	S		
R	E	C	E	D	E		O	A	S	I	S		S	T	A	T	U	S
T	O	M	B		R	A	N	C	H		O	P	T		S	I	S	
E	W	E	R	S		C	A	K	E		F	O	O	L	S	C	A	P
			A	E	G	I	S				T	E	P	E	E			
F	O	R	W	A	R	D	S			S	H	E	S		A	D	R	E
A	L	A		A	S	I		T	O	N	Y	S		N	O	V	A	
D	E	N	T	E		S	H	O	P	S		P	A	U	P	E	R	
			C	H	E	S	S		E	W	E		M	A	N	N	E	R
E	T	H	A	N		E	O	N			H	O	S	T				
T	I	E	R		A	N	G	R	Y	D	A	L	M	A	T	I	A	N
T	A	R	A		P	O	L	Y	M	E	R	S			C	A	S	I
E	R	O	S		O	R	E		C	A	P	O		I	C	A	M	E
S	A	S	H		D	A	S		A	N	O	N		D	O	W	E	R



## A9 FAMILY TIES



4	4	1		1	1
7		2	2		2
	5		3	6	1
7	6	2		7	
1		8	3		3
3	0		1	6	9

## A7 "MAY WE SEE THE MENU?"

### Entrees

Steak (stake)  
Perch  
Turkey  
Chili (Chile)  
Sole  
Ham

### Vegetables

Leeks (leaks)  
Carrots (karats)  
Corn

### Desserts

Cobbler  
Dates  
Mousse (moose)

### Beverages

Punch  
Tea (tee)  
Lager (logger)

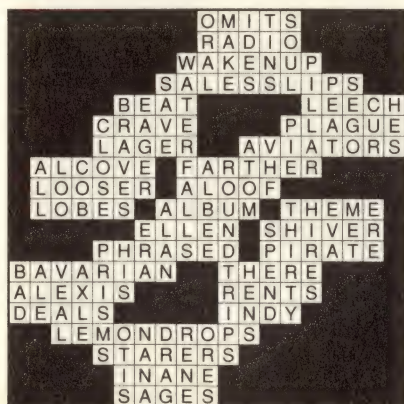
## A3 CRYPTO-FUNNIES

Panel 1: How's the water, hon? Woman: Great!  
Panel 2: Holy mackerel! I've never been this cold in my life! How did she stand it?  
Panel 3: I thought you said the water was great!  
Woman: It is!  
Panel 4: Have some!

## A8 SIMPLY STATED

- Utah (you tar)
- Idaho (I'd a hoe)
- Arkansas (ark and saw)
- Wyoming (why homing)
- Oregon (or a gun)
- Tennessee (tennis, he)
- Kansas (cans as)
- Iowa (I owe a)
- Alaska (I'll ask a)
- Missouri (misery)
- Texas (takes as)
- Illinois (ill annoy)

## A10 OOPS!



## CONTEST RESULTS

From February/March

One of our most challenging contests to date, "500 Rummy" drew entries from more than 1,650 "Pencilwise Plus" wordsmiths. The object was to form as many Word Rummy hands as possible from the grid of lettered cards, using one set and one sequence (a rule ignored by some entrants) in each answer word. Some 112 solvers played their cards right to get the maximum score of 1,346 points. The winning list of words is as follows:

### Cards & Words

### Points

G	R	U	M	B	L	E	25
4	5	6	7	A	A	A	
A	G	R	O	U	N	D	36
3	4	5	6	6	6	6	
A	N	D	I	R	O	N	54
5	6	7	9	9	9	9	
A	P	P	E	A	S	E	49
3	3	3	10	J	Q	K	
A	S	E	X	U	A	L	38
J	Q	K	2	2	2	2	
A	S	T	O	U	N	D	33
2	3	4	6	6	6	6	
B	A	S	T	I	O	N	37
A	2	3	4	9	9	9	
B	L	E	N	D	E	R	34
A	A	A	A	J	Q	K	
B	O	M	B	A	S	T	31
7	7	7	A	2	3	4	
C	H	O	M	P	E	D	64
8	8	8	10	J	Q	K	
C	H	O	W	D	E	R	62
8	8	8	8	J	Q	K	
C	O	W	H	A	N	D	50
8	8	8	8	5	6	7	
E	M	P	R	E	S	S	69
10	10	10	9	10	J	Q	
E	X	P	L	O	D	E	40
A	2	3	4	K	K	K	
E	X	P	L	O	R	E	40
A	2	3	4	K	K	K	
E	X	P	O	U	N	D	30
A	2	3	6	6	6	6	

### Cards & Words

### Points

I	M	P	E	D	E	R	69
9	10	J	Q	K	K	K	
I	M	P	O	U	N	D	53
9	10	J	6	6	6	6	
J	A	W	B	O	N	E	49
5	5	5	7	8	9	10	
R	E	D	B	O	N	E	64
K	K	K	7	8	9	10	
R	E	D	R	E	S	S	69
K	K	K	9	10	J	Q	
R	E	S	O	U	N	D	53
9	10	J	6	6	6	6	
R	U	M	O	R	E	D	58
5	6	7	K	K	K	K	
S	E	E	R	E	S	S	69
Q	Q	Q	9	10	J	Q	
U	N	D	R	E	S	S	57
6	6	6	9	10	J	Q	
W	H	O	M	P	E	D	64
8	8	8	10	J	Q	K	
W	R	E	S	T	L	E	49
8	9	10	J	4	4	4	

### Total Score

1,346

Some entries claimed higher scores but contained illegal words like BONELET, IMPEDOR, and RAWBONE (all found in *Webster's Third New International, Unabridged*, but not in *Webster's Ninth New Collegiate*, the dictionary of record). Another common illegal answer was PEERESS, which is in *Webster's Ninth*, but requires using one of the E's in the grid twice.

The winner, chosen at random from the perfect entries, was Judy Dean, of Koror, Palau (an island in the western Pacific, under U.S. trusteeship, in case you wonder). She'll receive a check for \$100. Runner-up prizes of a GAMES T-shirt go to: Mary Buxton, Newtown, CT; Billie Davis, Muncie, IN; Rob Johnson, College Park, MD; Will Latimore, Chattanooga, TN; Don Libert, Lancaster, OH; Mary Lou Rower, Atlantis, FL; Ken Van Gorder, Vesta, VA; Mary Voltz, Butler, OH; Shirley Wolf, Rockville, MD; and Michael Wolfberg, Concord, MA.

—Peter Gordon



**Grand Prize**  
\$100  
**5 Runner-Up Prizes**  
A GAMES T-shirt

## FRACTURED PHRASES

☆☆

What familiar phrase or title does each of the following series of words represent? For example, "Dip, honey, egg, sprays" is a fractured phrasing of "The Pony Express." If any of the lines stump you at first (as we hope they do), saying the words out loud slowly may help. Having someone else say them out loud *to you* may help, too. Write down as many of the 15 answers as you can, and send them (with your name and address) to: Fractured Phrases, GAMES, 810 Seventh Avenue, New York, NY 10019. Entries must be received by August 1, 1989. The winner will be the entrant with the most correct answers.

Any ties will be broken by random draw.

1. Radar, softer, law, stark \_\_\_\_\_
2. Force, currents, heaven, yes, hag, hoe \_\_\_\_\_
3. Dusk, harlot, ladder \_\_\_\_\_
4. Echo, redig, curried, hog \_\_\_\_\_
5. Depict, sheriff, Torah, yank, ray \_\_\_\_\_
6. Heap, lorry, bassoon, hymn \_\_\_\_\_
7. Hate, Pauline, decide, park, head \_\_\_\_\_
8. Men, file, pack, adder, wrench \_\_\_\_\_
9. Ultra, stop, hen, knob, plastic, hoe \_\_\_\_\_
10. Specks, awfully, hank, Harry, up, hex, tech \_\_\_\_\_
11. Less, strain, took, locks, fill \_\_\_\_\_
12. Gimmick, rag, Conan, eyed, okayer \_\_\_\_\_
13. Whimper, data, tuba, data \_\_\_\_\_
14. Up, pig, visional, lid, help, bond \_\_\_\_\_
15. Apple, latch, her, leech, hence, toothy, fleck \_\_\_\_\_



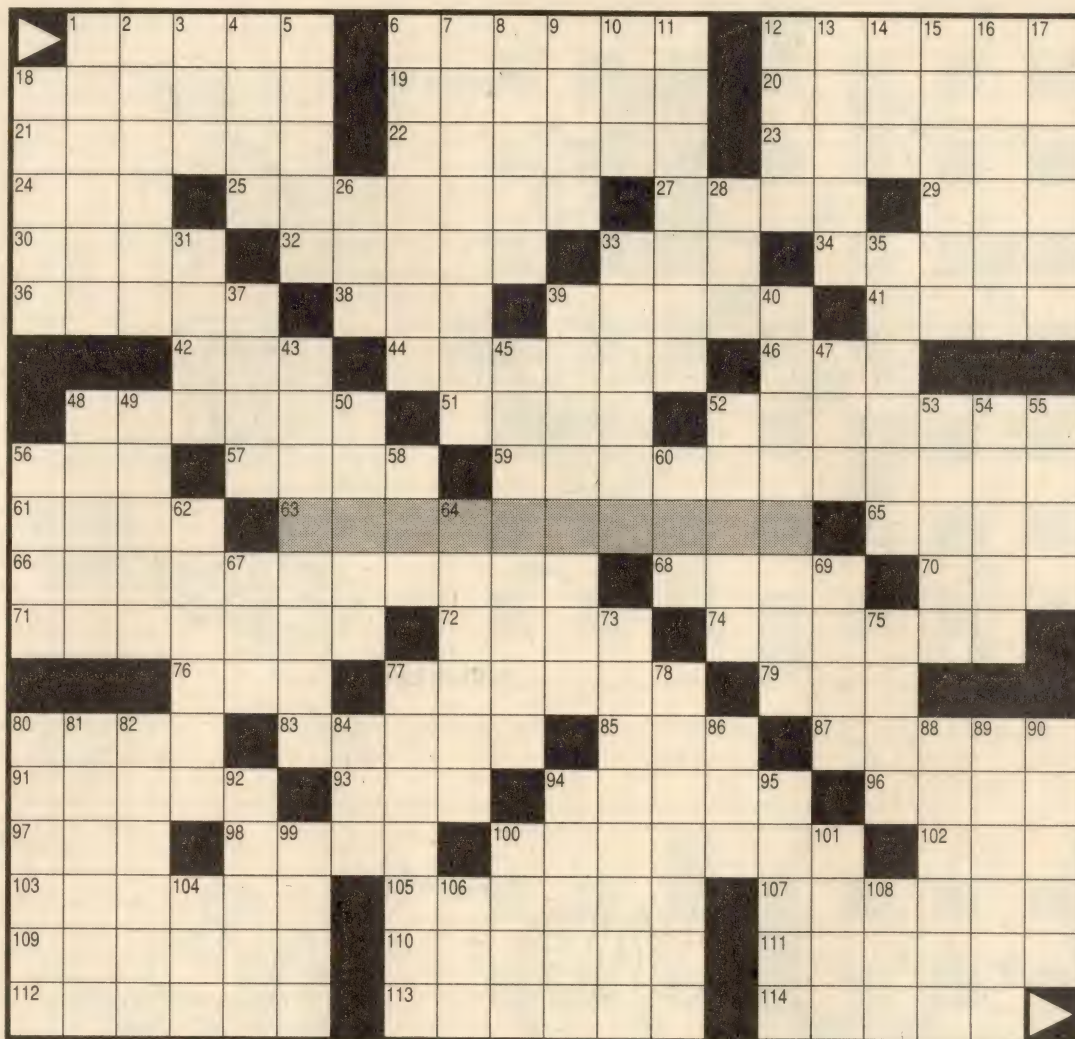
This puzzle is both a crossword and a maze. To solve, first complete the crossword in the usual manner. Then, starting in the first square of 1-Across, wind your way one square at a time (left, right, up, or down, but not diagonally) to the last

square of 114-Across, traveling only through squares containing one of the letters in the answer at 63-Across (shaded). Watch for twists, turns, and dead ends, and don't get lost.

ANSWER, PAGE 58

## ACROSS

- 1 High points
- 6 Nancy's chum
- 12 Skedaddles
- 18 Read incorrectly, perhaps
- 19 Line
- 20 Bodily
- 21 Olympics awards music
- 22 Jessica's TV portrayer
- 23 Marked down
- 24 Stamp letters?
- 25 Knives
- 27 Famed London gallery
- 29 Cacao seed site
- 30 Part of West Point's motto
- 32 Moved from memory to disk
- 33 Morse E
- 34 Loose talk?
- 36 Asparagus unit
- 38 Pronoun type: Abbr.
- 39 Baseballer Rod
- 41 Gaelic
- 42 Votes from the anti
- 44 Urgently
- 46 MPG raters
- 48 Leg-of-mutton sleeves
- 51 Pinballer's worry
- 52 Petal pusher?
- 56 Brick carrier
- 57 Spy in the organization
- 59 Like some gowns
- 61 Porter's "Miss \_\_\_ Regrets"
- 63 SEE INSTRUCTIONS
- 65 Poi source
- 66 Some vaccines
- 68 Female rabbits
- 70 Alternate spelling: Abbr.
- 71 Canadian capitalist?
- 72 The Godfather, familiarly
- 74 Took a snooze
- 76 Zing
- 77 Coops
- 79 1988 Dennis Quaid movie
- 80 Faux pas
- 83 Character actor Arnold
- 85 RN's forte
- 87 Hiker's route



## DOWN

- 91 June awards broadcast
- 93 Dunderhead
- 94 Rodeo janglers
- 96 Neutral color
- 97 S.A.T. relative
- 98 King Lear character
- 100 Frugal
- 102 Preschooler
- 103 Longtime puzzle editor Margaret
- 105 Beethoven opus
- 107 Like most yodeling
- 109 Shows scorn for
- 110 Creator of many a fine mess
- 111 Annoyances
- 112 Six-line stanza
- 113 Breakdown cause, perhaps
- 114 Made dresses
- 17 Spike-driving aid
- 18 Actress Adams and others
- 26 Husking bee unit
- 28 Pigged out
- 31 The masculine side
- 33 Moore's 007 replacement
- 35 Mastered
- 37 Part of a Clue accusation
- 39 Casals and Ma
- 40 Smart, in a way
- 43 Makeshift solutions
- 45 Mixing the deck
- 47 "Tamerlane" author
- 48 "Oh, I understand"
- 49 Simpleton
- 50 Done in
- 52 Ozone menace
- 53 "\_\_\_ at the office"
- 54 Fine fiddle
- 55 Thunderbolt hurler
- 56 King of the road
- 58 Series finale, often
- 60 Bizarre
- 62 Comedian White
- 64 Safe ports
- 67 Have unpaid bills
- 69 Primer pooch
- 73 Maintains a faster speed than
- 75 Ready the apples for pie
- 77 Easter colors
- 78 Men and mice
- 80 Hires a crew for
- 81 Neighborhood
- 82 Prefaces, briefly
- 84 Shade from the sun
- 86 Dernier
- 88 On the go
- 89 Had pressing business?
- 90 Mandolins' kin
- 92 Compete in a roller derby
- 94 Steeple point
- 95 Velcro forerunners
- 99 Once, once
- 100 Bad-tempered
- 101 Exultation
- 104 Everyday grind
- 106 Scoundrel
- 108 Parishioner's perch



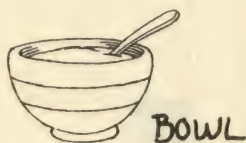
# AND ONE TO GROW ON ★★

BY WILL SHORTZ

Name each object pictured on the top half of the page. Then add a letter to the front of each name and unscramble to name an object pictured on the bottom of the page. For example, BOWL + E = ELBOW, as shown below. The letter that's added will

always be the first letter of the longer word. Put all the added letters in the boxes in the middle of the page. When all 12 puzzle sums have been completed, unscramble the 12 boxed letters to find out what you are for having solved this puzzle.

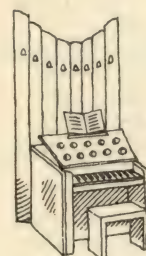
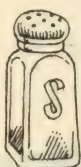
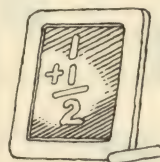
ANSWER, PAGE 57



BOWL



Shorter Words



Added Letters

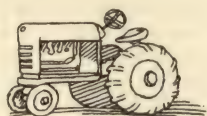
E											
---	--	--	--	--	--	--	--	--	--	--	--



Longer Words



ELBOW



Added Letters Unscrambled

--	--	--	--	--	--

“ 

--	--	--

 ” 

--	--	--



# CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 56

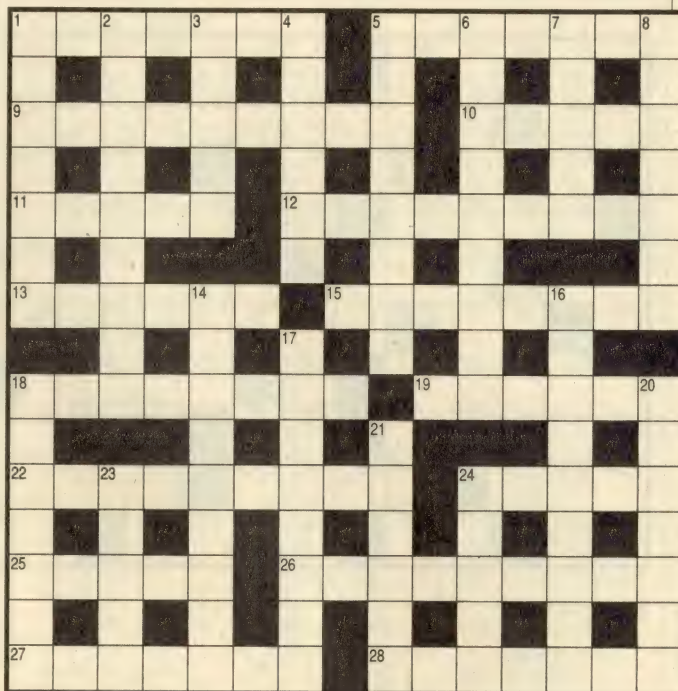
## PUZZLE 1 BY MIKE SHENK

### ACROSS

- 1 European nation turned me angry (7)
- 5 Mideast nation turned me angry (7)
- 9 Opera by small youth enthalls in a bad way (9)
- 10 Turning bald, I improvise (2-3)
- 11 Small body of land is rented (5)
- 12 Large birds take the lid off lost treasure (9)
- 13 American in Mexico to go around circle (6)
- 15 Wisdom from heroic story set near big town (8)
- 18 Former times said to be idyllic (8)
- 19 Measuring device holds oxygen from space rock (6)
- 22 Recycled iron sheet coming up (2,3,4)
- 24 Undress for southern journey (5)
- 25 Come into middle without leader (5)
- 26 Uneven quality of Christmas trees taken in by hoboes (9)
- 27 Wailing woman is a pathetic has-been (7)
- 28 Doctor hustles private eyes (7)
- 4 Cry in pain like a coward (6)
- 5 Man from Cairo whipped up tangy pie (8)
- 6 Lifeless cuckoo grasping one small rug (9)
- 7 A gallery erected for Moslem God (5)
- 8 Consulate may be reorganized to capture Nazi officers (7)
- 14 Pearl Buck topic: shortage of sticky stuff? (4,5)
- 16 Not joking, I approach bird's home (2,7)
- 17 Evil Arab otherwise likely to change (8)
- 18 He shows the truth of Bartlett's first saying (7)
- 20 Dad interrupts naps for meals (7)

### DOWN

- 1 Harsh sign of a children's movie? (7)
- 2 Payments for writing strange story—a lie (9)
- 3 Acknowledge a bad grade at Massachusetts school (5)



- 21 Ancient messenger taken in by other messengers (6)
- 23 It's caught by brown giant (5)
- 24 Hear agreeably pleasant musical composition (5)

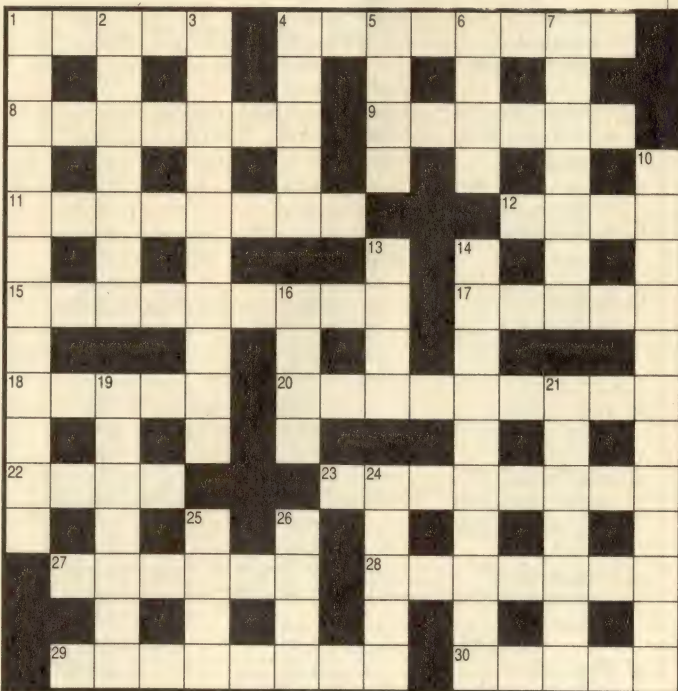
## PUZZLE 2 BY STANLEY NEWMAN

### ACROSS

- 1 Many, many years after the premiere of *Northern Lights* (5)
- 4 Official paper, with note to reduce outside personnel (8)
- 8 Opposed to a secure street (7)
- 9 True - False = True (6)
- 11 For transportation in snow, dentist takes trains to go west (8)
- 12 Live—live to smile (4)
- 15 Protesters are topless nuns (9)
- 17 Concoct an opening (5)
- 18 Wild shore animal (5)
- 20 Cast iron's shaped into roll (9)
- 22 Woman and boy at day's end (4)
- 23 A bishop's in the booze (8)
- 27 Figure 2 divided by 500 (6)
- 28 Nasty itches covering Mexico's foremost drug expert (7)
- 29 Doctor has time to fish (8)
- 30 Opposite in tempo: largo (5)
- 5 Entice with soft drinks, we hear (4)
- 6 Man originally had lunch with partner (4)
- 7 Eastern's collapse is most imminent (7)
- 10 Arena offering bit of current hit, *Gangster's Gun* (12)
- 13 Flying solo from European city (4)
- 14 Is he stupid to tangle with a boxing legend? (4,4,2)
- 16 A head principal is missing from school (4)
- 19 Invested, at last, in new worthless coin (3,4)
- 21 All thin nuts in bughouse? (7)

### DOWN

- 1 Really old men from a Netherlands resort? (12)
- 2 Fruit in front of old stoves (7)
- 3 Praised girls' summer accessory (10)
- 4 Panda, teddy bears went out (5)



- 24 Meat company breaking prohibition (5)
- 25 Listen to every sound of contentment (4



# DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 55

1C	2N	3G	4A	5M		6H	7B	8R	9S	10P	11I	12E	13O	14C		15D	16A	17B	18G		19L		20Q	21P
22J	23E		24I	25T	26V	27B	28D	29F	30Q	31P	32A	33J		34G	35T		36D	37R	38W		39L	40J	41B	42N
43F	44P	45I	46U		47S	48T	49L		50E	51W	52C	53Q	54K	55D	56V		57U	58P	59G	60S		61N	62A	63L
	64H	65K	66I	67S		68N	69Q	70L	71M	72G	73E	74X		75A	76U		77R		78I	79Q	80C	81A	82G	
83M	84N		85E	86I	87P		88L	89H	90S	91O	92T	93M		94V	95N	96W	97G	98I		99D	100Y	101B	102E	103L
104P		105R	106M		107U	108T	109F	110O	111V	112K	113H	114P	115Y		116G	117Q		118E	119T		120A	121V	122C	123U
124P	125L	126M	127X	128Y		129H		130V	131F	132E	133Q		134L	135S	136X	137O	138M		139Y	140P		141S	142V	143W
144O	145Y	146F	147G	148E		149U	150C		151G	152H	153T	154F	155I	156E	157V		158O	159B		160X	161G	162D		163M
164T	165F	166H		167K	168I	169Q	170O		171C	172E	173D	174J		175Y	176F		177L	178W	179K	180O	181J	182R	183C	184E
185T	186H		187B	188F		189N	190O	191T	192U		193L	194D		195J	196A	197M	198V							

A. Aidan Quinn/  
Daryl Hannah  
flick of 1984      4 16 32 196 62 81 75 120

B. Beatles ballad  
of 1964 (3 wds.)      187 159 7 27 41 17 101

C. Dog owned by  
Word "W"      122 1 150 171 80 183 14 52

D. Role for Lou  
Ferrigno and  
Steve Reeves      15 28 55 99 162 173 194 36

E. Tune sung on  
New Year's Eve  
(3 wds.)      50 73 102 118 148 172 184 12 23  
85 132 156

F. Call to mind      29 43 109 131 154 165 176 146 188

G. Silly-sounding  
Crystals hit  
of 1963 (4 wds.)      18 34 82 147 116 151 161 3 59  
72 97

H. Brunnhilde,  
in Norse myth      64 113 166 6 186 89 129 152

I. Site of a 1415  
British victory  
over the French      78 98 155 11 24 86 168 66 45

J. First editor of  
*The Atlantic  
Monthly*      174 195 22 33 181 40

K. Button in  
Bond's car      54 167 65 179 112

L. Upstanding      70 103 134 88 177 39 125 19 193  
63 49

M. Principal river  
of Burma      71 93 106 126 163 197 83 138 5

N. Valley girl's  
adjective      61 189 2 68 84 42 95

O. Wife of  
Amenhotep IV      137 180 91 13 110 144 158 170 190

P. *I Remember  
Mama mama*  
(2 wds.)      10 114 124 140 21 104 87 31 44 58

Q. Director John  
Ford's specialty      53 69 79 133 30 117 20 169

R. Arabic word  
for "submission"      77 8 182 37 105

S. What  
composers do      47 67 141 90 9 60 135

T. Sikorsky's  
invention      48 92 191 164 185 25 153 35 108 119

U. Outrageous  
goofs      149 76 57 192 46 123 107

V. Actor who  
played "Kookie"  
(2 wds.)      111 130 157 94 198 142 26 121 56

W. President who  
established  
diplomatic  
relations  
with China      38 96 178 143 51

X. Alpha, beta,  
and gamma      127 136 160 74

Y. Noted cellist  
(2 wds., hyph.)      115 145 128 139 175 100



## MIND FLEXERS ★★ BY JOHN PETERMAN

This puzzle is designed to stimulate your mental flexibility and test your powers of creativity. Match each item on the left with one on the right, basing your choice on similar or related meanings. The relationships are disguised by the use of double meanings or altered spacings within the words. For example, the first item on the left, "Fairy tales," should be paired with "Implore" (imp lore). If any of the pairings stump you, try thinking about the words from a different angle. A flexible mind is the key to creative thinking!

ANSWERS, PAGE 58

- |                         |                   |
|-------------------------|-------------------|
| <u>I</u> 1. Fairy tales | A. Present        |
| ___ 2. Rampart          | B. Napkin         |
| ___ 3. House coat       | C. Notice         |
| ___ 4. Gallant          | D. Booking        |
| ___ 5. Jeer leader      | E. Rest in peace  |
| ___ 6. Perfume          | F. Paint          |
| ___ 7. Procurer         | G. Overtone       |
| ___ 8. Microwave        | H. Best man       |
| ___ 9. Water            | <u>I. Implore</u> |
| ___ 10. Doze            | J. Ascent         |
| ___ 11. Public figure   | K. Cancel picnic  |
| ___ 12. Chips           | L. Ripple         |
| ___ 13. Nowhere         | M. Doctor         |
| ___ 14. Grave words     | N. Forbidding     |
| ___ 15. Standing room   | O. Horn           |

## PLAYBACK ★★ BY WESLIE C. PIN

Insert the name of a musical instrument *backward* in each set of dashes to complete a word answering the clue at the side. For example, in #1, LUTE has been inserted to complete PETULANT.

ANSWERS, PAGE 58

- |                        |                        |
|------------------------|------------------------|
| 1. Peevish             | P <u>E T U L</u> A N T |
| 2. Holiday drink       | E G _____              |
| 3. Socialist farm      | C _____ T I V E        |
| 4. With intent to kill | _____ E R O U S        |
| 5. Confound            | E _____ P E R A T E    |
| 6. 60% (hyph.)         | T H R E _____ T H S    |
| 7. Just okay           | P A _____ L E          |
| 8. Lustrous gem        | B _____                |
| 9. Bridge support      | _____ M E N T          |
| 10. Rebel, of a sort   | S E P A _____ T        |

FOLD THIS PAGE

## THE WORLD'S MOST ORNERY CROSSWORD

BY TRIP PAYNE

### Far and Wide

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

### HARD CLUES ★★★

#### ACROSS

- |   |  |   |
|---|--|---|
| 1 Mediterranean hot spot?                             | 63 As though of great consequence        | 123 Truffaut's <i>La _____ Américaine</i>             |
| 10 Earn a gold watch                                  | 67 To date                               | 124 Barbecue accessory                                |
| 16 Fast month?  | 69 Patio furniture item                  | 127 Make a comeback?                                  |
| 23 Vanish   | 71 "Hey _____" (1963 hit)                | 129 1986 Prince hit                                   |
| 24 Sugar compounds                                    | 72 Christie concoctions                  | 130 You can count on them                             |
| 26 Pious loner  | 74 Phoenician port                       | 132 Wasteland tracts                                  |
| 27 Miss Spain contestants                             | 77 "Of Austria" and "of Cleves"          | 133 Daunted   |
| 28 Give the lie to                                    | 78 Oil worker?                           | 135 Move gracefully                                   |
| 29 Port worker?                                       | 80 Arcade name                           | 139 Soft kid  |
| 30 Sub-launched missile                               | 81 Grove growths                         | 140 Not many  |
| 31 Bundle up  | 83 Mom's relief, sometimes               | 142 <i>Lucky Jim</i> author                           |
| 33 B&O stop   | 84 <i>Fawlty Towers'</i> John and others | 143 Summer music?                                     |
| 34 <i>Shogun</i> city                                 | 87 Display model                         | 144 Highland pattern                                  |
| 35 20-volume ref. bk.                                 | 88 It's submitted with the MS            | 146 "And thereby _____," Shakespeare                  |
| 36 Arizona Indian                                     | 89 Silvery gray                          | 149 Candy from a dispenser                            |
| 37 Losing one's artistic integrity                    | 91 Shankar's strings                     | 150 Beatles adjective                                 |
| 40 The Hotel Ankara?                                  | 93 _____-el (Superman's Kryptonian name) | 153 Genetic "messenger"                               |
| 42 Posed for another portrait                         | 94 Botticelli's Venus, e.g.              | 154 Devotee of Bacchus                                |
| 44 Seafood delicacy                                   | 98 Glassmaking powder                    | 156 Bloodier, in a way                                |
| 45 Letter opener                                      | 101 Cheesy dish                          | 157 Remarkably productive                             |
| 47 <i>The Unbearable Lightness of Being</i> character | 104 Quaking                              | 159 "This is great!"                                  |
| 52 Romain de Tiroff's art alias                       | 106 All-inclusive                        | 161 Took a shot                                       |
| 53 Kitchen addition?                                  | 110 Bouquet                              | 163 Dennis Connor's <i>Stars &amp; Stripes</i> , e.g. |
| 54 Unicellular propeller                              | 111 Prove a success                      | 165 Prepared statement                                |
| 55 Help for hospital bills                            | 112 A scream                             | 166 Boils   |
| 57 Bring up   | 113 Goad                                 | 167 On  |
| 59 Tertiary time                                      | 114 _____ hurts (vulnerable spot)        | 168 Ended a civil suit                                |
| 61 Arsonist, for short                                | 116 _____ the hole                       | 169 Dickens's Edwin and namesakes                     |
| 62 Cereal sought by a rabbit                          | 117 Not take "no" for an answer          |   |
|   | 119 Battery top                          |   |
|   | 121 Bucks                                |   |



# THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

Don't Peek  
Until You Read  
Page 35!

## EASY CLUES ★

### ACROSS

- 1 Disputed  
Mideast area:  
2 wds.
- 10 Leave one's job  
at 65
- 16 Islamic month of  
fasting (ADAM  
RAN anag.)
- 23 Disappear, as  
water
- 24 Sugar isomers  
(PREMISE anag.)
- 26 Religious  
recluse (MERE  
TIE anag.)
- 27 Misses of Spain
- 28 Renounce
- 29 Wine maker
- 30 Neptune's  
"pitchfork"
- 31 Bind
- 33 Train depot:  
Abbr.
- 34 Former name of  
Tokyo (in  
DUKEDOM)
- 35 Massive British  
lexicon: Abbr.
- 36 Utah Indian
- 37 Betraying one's  
cause: 2 wds.
- 40 Turkish inn (A  
TIMER anag.)
- 42 Perched again
- 44 Snakelike fishes
- 45 Business letter  
salutation:  
2 wds.
- 47 Spanish man's  
name (ATOMS  
anag.)
- 52 Great art deco  
painter (in  
DESERTER)
- 53 Suffix with major  
or cigar
- 54 Eyelash
- 55 Socialized  
assistance for  
hospital bills
- 57 \_\_\_ Window
- 59 Period of the  
Cenozoic Era
- 61 Fire: Prefix
- 62 "Silly rabbit, \_\_\_  
are for kids!"

- 63 In a significant  
way
- 67 Up to now:  
2 wds.
- 69 \_\_\_ longue  
(recliner's seat)
- 71 Actress Prentiss
- 72 Arsenic and  
strychnine
- 74 New York city  
on the Mohawk
- 77 Baxter and  
Bancroft
- 78 Manet or Monet
- 80 Video game  
company
- 81 Sources of  
some citrus  
fruits: 2 wds.
- 83 Temporary  
tender of the  
kids
- 84 Monty Python's  
John, and  
family
- 87 Model for a  
presentation  
envelope: Abbr.
- 88 Return
- 89 Cigar residue
- 91 Indian lute
- 93 \_\_\_ Kan dog  
food
- 94 In one's  
birthday suit
- 98 Mineral in  
sand
- 101 Welsh \_\_\_  
(cheese dish)
- 104 Terrified
- 106 From \_\_\_  
(completely):  
3 wds.
- 110 Scent
- 111 Reach a  
destination
- 112 Like good  
comedians
- 113 Have \_\_\_ one's  
face (be  
embarrassed):  
2 wds.
- 114 \_\_\_ hurts  
(vulnerable  
place): 2 wds.
- 116 \_\_\_ the hole  
(advantage):  
2 wds.

- 117 Demand  
strongly
- 119 Battery terminal
- 121 "Ones" in a  
wallet: 2 wds.
- 123 Night: Fr. (UNIT  
anag.)
- 124 Get rid of  
watermelon  
seeds
- 127 Give an answer
- 129 Give a smooch
- 130 1, 2, 3, 4, 5, etc.
- 132 Shrubby  
evergreen  
plants
- 133 Overwhelmed  
(by)
- 135 Go yachting
- 139 Elvis's "Blue \_\_\_  
Shoes"
- 140 Very few: 3 wds.
- 142 French friends
- 143 Dance club
- 144 Scottish kilt  
pattern
- 146 "And thereby  
\_\_\_" (As You  
Like It line:  
3 wds.)
- 149 Children's  
candy with its  
own dispenser
- 150 The \_\_\_ Four  
(Beatles)
- 153 Genetic  
material: Abbr.
- 154 Drunkard
- 156 Less common
- 157 Rich, as soil
- 159 "Like it? \_\_\_!":  
3 wds.
- 161 Attempted:  
2 wds.
- 163 Two-hulled boat
- 165 Let out of jail
- 166 Boils with fury
- 167 Performing  
surgery
- 168 Formed a  
colony
- 169 Dickens's  
Edwin, and  
others
- 170 Wheel of  
Fortune final-  
round letters:  
7 wds.

### DOWN

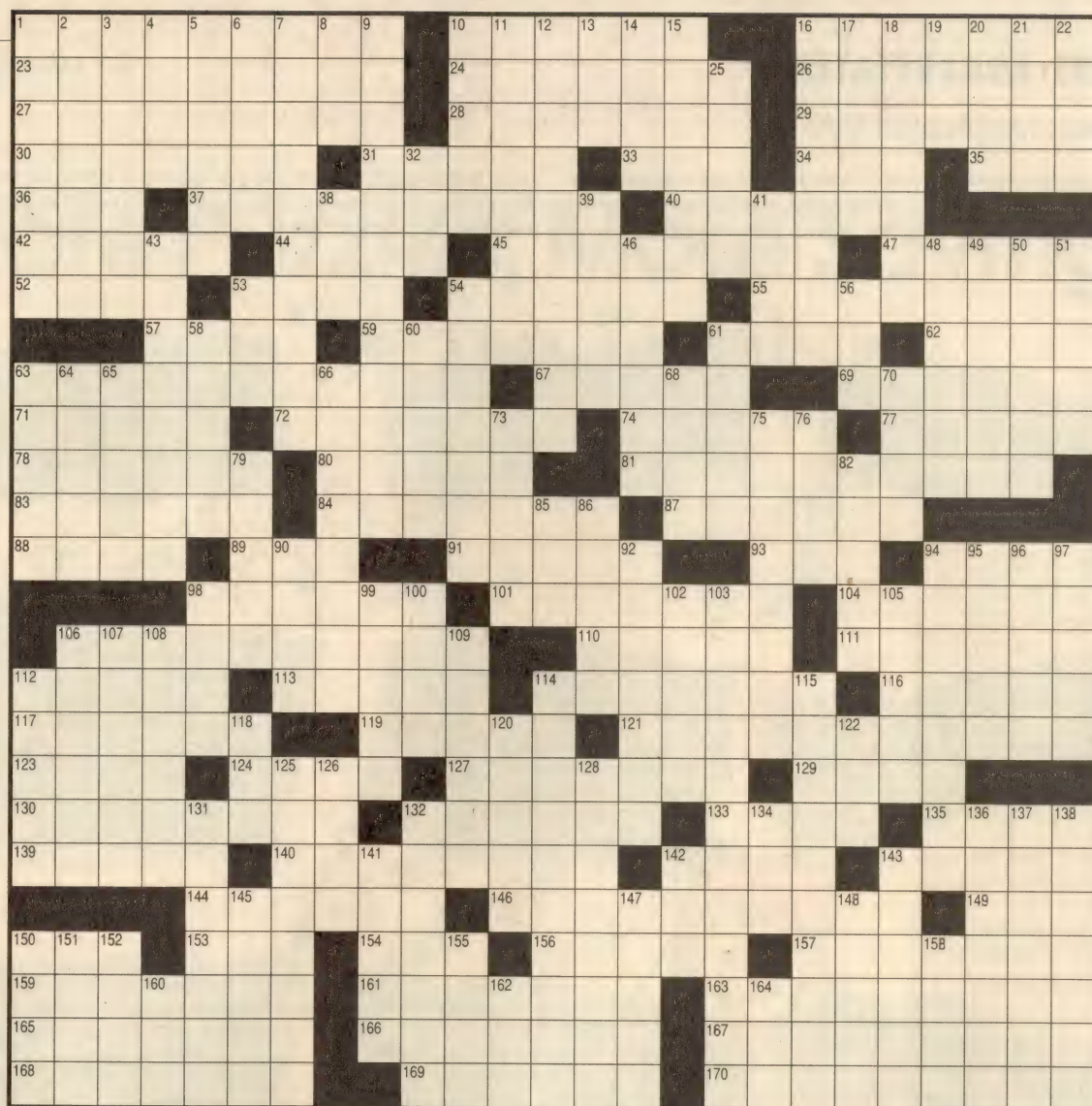
- 1 Signal with  
one's hands
- 2 One who turns  
aside
- 3 Most off-the-wall
- 4 Like two peas in  
\_\_\_: 2 wds.
- 5 Most tender
- 6 Threesome  
(INERT anag.)
- 7 Noisy old car
- 8 Call \_\_\_ day:  
2 wds.
- 9 Deadly, like a  
plague
- 10 Shoveled again
- 11 Presented in  
chapters
- 12 Lacking body  
cells
- 13 "\_\_\_ Yankee  
Doodle dandy":  
2 wds.
- 14 Guns the motor
- 15 Sexual appeal  
(MOISTER anag.)
- 16 One making a  
180° turn
- 17 Hitch \_\_\_ (go for  
free): 2 wds.
- 18 Composer Gian  
Carlo
- 19 Quantity: Abbr.
- 20 Flintstones pet
- 21 Suit to \_\_\_:  
2 wds.
- 22 Geeky person
- 25 Hindu seer
- 32 Hospital  
employees:  
Abbr.
- 38 Allow
- 39 Former tribe of  
the West Indies  
(IN OAT anag.)
- 41 Place to "be all  
that you can be"
- 43 Stony meteorite  
(RELATE IO  
anag.)
- 46 Having many  
regrets
- 48 Gasoline rating  
number
- 49 Of the ocean
- 50 Gets up

- 51 Male and  
female
- 53 Have brunch
- 54 Desert howlers
- 56 One Dwarf
- 58 Wipe clean
- 60 Borden's cow
- 61 First-class, in  
slang
- 63 Bridge bidding  
comment:  
2 wds.
- 64 Columbus's  
Santa \_\_\_
- 65 Golf strokes
- 66 Making V-  
shaped cuts in
- 68 "Up and \_\_\_!"  
("Rise and  
shine!"): 2 wds.
- 70 Heavenly  
instrument
- 73 Negative reply,  
in the military:  
2 wds.
- 75 Mixed drink
- 76 Singer/  
songwriter Paul
- 79 Characteristic  
Wonder song)
- 82 Oklahoma city
- 85 Zeta's follower
- 86 Actress  
Bernhardt
- 90 \_\_\_ gin fizz
- 92 Screen behind  
an altar (RED  
ROSE anag.)
- 94 Flowers named  
for a vain lad
- 95 One of the  
Archangels (I  
LURE anag.)
- 96 Satan
- 97 Pure paradises
- 98 1974 Elliott  
Gould/Donald  
Sutherland  
movie
- 99 Bandleader  
Xavier
- 100 Like \_\_\_ of  
bricks: 2 wds.
- 102 Element with  
symbol B
- 103 Wife of the  
former  
Philippine  
dictator: 2 wds.

- 105 Soft-shelled \_\_\_  
(shore dinner)
- 106 Top Bush aide  
John
- 107 At the location
- 108 "\_\_\_ we stand"
- 109 Noisy sleeper
- 112 "The End"
- 114 Manifest destiny  
cry: 2 wds.
- 115 Resembles in  
disposition:  
2 wds.
- 118 Mao \_\_\_-tung
- 120 Neil Simon film  
Murder by \_\_\_
- 122 Get \_\_\_ of  
(throw away)
- 125 Divided up  
proportionally
- 126 "\_\_\_ She  
Lovely" (Stevie  
Wonder song)
- 128 Made sounds  
(ON THE PAD  
anag.)
- 131 "Oh, be  
serious!":  
2 wds.
- 132 Gave an award  
to
- 134 Humor
- 136 Bayer medicine
- 137 Reykjavik's  
country
- 138 Cough drop
- 141 Bridge partners  
for Wests
- 142 Enzyme suffix
- 143 Relating to the  
skin
- 145 Licorice herb
- 147 A dozen dozen
- 148 Become  
educated
- 150 "Douglas"  
conifers
- 151 Out of the wind
- 152 It screws into a  
nut
- 155 Layer
- 158 British "bye-  
bye"
- 160 Animal doctor,  
for short
- 162 Ike's WW2  
theater: Abbr.
- 164 Liable (to)







ANSWER, PAGE 57

## HARD CLUES (CONT'D)

**170** Common *Wheel of Fortune* choices

### DOWN

- 1 Motion
- 2 He turns away
- 3 Most like Pee-Wee Herman
- 4 Worm, for one
- 5 Most ired
- 6 Group of three
- 7 Old lemon
- 8 "Give \_\_\_ rest!"
- 9 Pernicious
- 10 Made new ditches
- 11 Like "The Perils of Pauline"
- 12 Out of Kleenex?
- 13 Socialite Hogg
- 14 Accelerates
- 15 Steaminess, perhaps
- 16 Palindrome constructor?

**17** Take for \_\_\_ (cheat)

**18** *Amahl and the Night Visitors* composer

**19** Qty.

**20** Pebbles's pet

**21** What to "suit to"

**22** "In" crowd's outcast

**25** Carnac the Magnificent, for one

**32** ER staffers

**38** Something to serve over

**39** Haitian Indian

**41** Great multitude

**43** Stony meteorite

**46** Heartsick

**48** Pump datum

**49** Lance corporal, e.g.

**50** Stops being a sleepyhead

**51** Sides in an age-old battle

**53** Advice to an anorexic

**54** Those who slip aliens across the border

**56** Bashful roommate?

**58** Excise

**60** Commercial cow

**61** Author Levi

**63** "Not me, thanks"

**64** Klaus Brandauer's middle name

**65** Green strokes

**66** Cutting V's

**68** "Up and \_\_\_!"

**70** Dwell on monotonously

**73** Private denial

**75** 1988 Tom Cruise movie

**76** *Tonight Show* theme composer

**79** Feature

**82** Mike Doonesbury's home town

**85** Symbol for efficiency, in physics

**86** Isaac's mother

**90** Cordial-flavoring fruit

**92** Altar screen

**94** Jonquils

**95** Milton's "Regent of the Sun"

**96** Father of Rosemary's baby

**97** Elysiums

**98** 1974

Sutherland-Gould bomb

**99** '40s "Rhumba King"

**100** Lots

**102** Element #5

**103** Noted shoe collector

**105** Grouches

**106** Bush administration VIP

**107** Like some inspections

**108** American rival

**109** Wood sawer?

**112** End-of-play word

**114** Viola's direction in *Twelfth Night*

**115** Resembles

**118** *The Waste Land* author's monogram

**120** Controversial sentence

**122** Clear

**125** Distributed fair shares

**126** Ain't proper?

**128** Spoke

**131** "Oh, come on!"

**132** Gave a Lifetime Achievement award

**134** Wilde quality

**136** Tension reliever

**137** Country with more than 100 volcanoes

**138** Diamond

**141** Bridge positions

**142** Peer Gynt's mother

**143** Cutaneous

**145** Ouzo flavorer

**147** "Oh, that's disgusting!"

**148** Take in, in a way

**150** Bristlecone and balsam

**151** Not aweather

**152** Fabric store unit

**155** Concert-watcher's level

**158** "Cheerio!"

**160** Person of experience

**162** DDE's theater

**164** Fitting



## An Athletic Identification Quiz

Sports statisticians have a language all their own, but even if you aren't a sports maniac you'll recognize most of the games being played here. Or will you? Below are excerpts from 15

sports scores torn from the pages of the newspaper. Most of the sports are common, although a few are off the beaten path. How many of them can you identify? **ANSWERS, PAGE 57**

1

Semifinals  
Conchita Martinez, Spain, d. Leigh Anne Eldredge, Altadena, Calif., 6-3, 7-6, 6-1; Jordan, Belgium, 6-3, 6-3.

2

TOTAL NET YARDS		
Total plays	0-0	0-0
Average gain	267	298
NET YARDS RUSHING	60	71
Rushes	4.5	4.2
Average per rush	107	105
LIST YARDS	31	33
	3.5	2.2

3

(D) 5/20. Exacta (A-H) paid \$36.20.  
9th—\$10,000, cl. 4YO up, 6f.  
C-Beipe Bleu (Krone) 4.20 3.20 3.20  
G-Percifal (Hernandez) 4.80 4.00  
L-French Rocket (Turner) 8.80  
Time: 1:11 4/5. Double (2-3) paid \$38.60.  
Exacta (3-7) paid \$17.80. Triple (3-7-12)

4

Hurst	1	2	1	0	1
Bolton	1	3	2	0	1
Stanley	1	0	0	0	0
Smith	1	0	0	0	0
Cleveland	1	0	0	0	0
Candiotti W. 14-8	7	6	4	4	0

5

AT BALTIMORE  
Junior Dance  
Free Dance  
1, Rachel Mayer, Wellesley, Mass., and Peter Breen, Brockton, Mass., 1.0 factored placements; 2, Wendy Millette, Concord, Mass., and James Curtis, Newark, Del., 2.0; 3, Jeannine Jones, Parma Heights, Ohio, and Michael Shrode, Middleburg Heights, Ohio, 3.0.

6

Carlos O'Connell, Ireland, 124-8 3-4, 624, 16, Santiago Mellado, El Salvador, 123-1, 614, 17, Lee Kwang-ik, South Korea, 112-8 1-2, 551, 18, Dambor Kunwar, Nepal, 88-10 3-4, 408, Fidel Solorzano, Ecuador, did not start.  
Totals after seven events:  
1, Christian Schenk, East Germany, 6,159 points, 2, Christian Plaziat, France, 6,053, 3, Daley Thompson, Great Britain, 5,979, 4, Torsten Voss, East Germany, 5,969, 5, Petri Keski-talo, Finland, 5,872, 6, David Torrance, Scotland, 5,872.

7

Second Half—4, United Arab Emirates, Abdul Aziz Mohammad, 66th minute, 5, Pakistan, Sharafat Ali, penalty kick, 85th minute.  
Referee—Manoochehr Nazari, Iraq.  
A—N/A

8

jeune, N.C., dec. Larry Loy, Van Nuys, Calif., 5-0.  
132 pounds  
Steve Johnston, Denver, dec. Raymond Olivera, Van Nuys, Calif., 5-0.  
Tucker Puodwill, Mandan, N.D., dec. Juan Ramirez, San Jose, Calif., 5-0.  
Damion Jasmer, Portland, dec. Didier Hughes, Marines from N.C.

9

11, 21-11, 21-15.  
MEN'S DOUBLES  
Semifinals  
Chen Longcan and Wei Qingguang, China, d. Ahn Jae-hyung and Yoo Nam-kyu, South Korea, 21-10, 21-14. Ilija Lupulesku and Zoran Primorac, Yugoslavia, d. Kim Ki-taik and Kim Wan, South Korea, 22-21, 10-21, 21-15.

10

Miller Barber	72-69-70 — 211
Al Geiberger	69-70-72 — 211
Mike Hill	67-71-74 — 212
Joe Jimenez	72-70-72 — 214
Dave Hill	72-73-70 — 215
Harold Henning	72-73-71 — 216
Bruce Crampton	

11

Cooper, Lufkin, Texas, \$1,057, 6 (tie), Bill Fowler, Happy, Texas, and Ike Good, Kenna, N.M., \$875, 8, Mack Altizer, Sonora, Texas, \$693, 9, Rod Hartness, Pawhuska, Okla., \$645, Bill Goodger, Boyd, Texas, \$182.  
Barnet Racing 1, Cello Ray, Sterling, Colo., \$19,199, 2, Marlene Eddleman, Ramah, Colo., \$13,509, 3, Charmayne Rodman, Galt, Calif., \$11,620, 4, Beth Brantley, Texas, Calif.

12

THIRD GAME  
2 Adiletta 23.70 8.70 3.90  
1 Art 14.10 6.00  
7 Foldy 5.40  
QUINIELA (1-2) Paid \$69.00  
PERFECTA (2-1) Paid \$148.20  
TRIFECTA (2-1-7) Paid \$425.70  
FOURTH GAME  
1 Giovanni-Adiletta 78.30 9.90 4.50  
5 Pedrario-Aziz 5.40 5.10  
2 Gary-Viscig 5.40  
QUINIELA (1-5) Paid \$41.40  
PERFECTA (1-5) Paid \$133.80

13

23c. 11, Davey Allison (6th), Hueytown, Ala.; Ford; 243, 12, Michael Waltrip (12th), Owensboro, Ky.; Pontiac; 232, (12-tie) Greg Sacks (9th), Mattituck, N.Y.; Oldsmobile; 232, 14, Richard Petty (16th), Randleman, N.C.; Pontiac; 227, 15, Mark Martin (5th), Batesville, Ark.; Ford; 224, (tie) Eddie Bierschwaile (10th), San Antonio, Tex.; Oldsmobile.

14

Playoff Results  
Game one — After tying 259-259 in regulation, Monacelli def. Williams in a two-frame roll-off, 60-40; Game two — Bornhop def. Monacelli, 202-171; Game three —

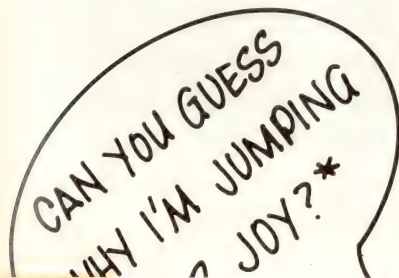
15

(holding), 5:18; Nyland, Islanders, major (fighting), 7:22; Creighton, Chi, major (fighting), 7:22; Diduck, Islanders, major (fighting), 7:47; Sanipass, Chi, major (holding), 11:49; Trotter, Islanders (slashing), 14:11; Kerr, Islanders (high-sticking), 17:33; T. Murray, Chi (holding), 20:00.



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OF GAMES DELUXE I

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## An Athletic Identification Quiz

Sports statisticians have a language all their own, but even if you aren't a sports maniac you'll recognize most of the games being played here. Or will you? Below are excerpts from 15

sports scores torn from the pages of the newspaper. Most of the sports are common, although a few are off the beaten path. How many of them can you identify? **ANSWERS, PAGE 57**

1

Semifinals  
Conchita Martinez, Spain, d. Leigh Anne Eldredge, Altadena, Calif., 6-3, 2-6, 6-1; Joanne Anne Faull, Australia, d. Sandra Wasserman, Belgium, 6-3, 6-3.

2

...DOWN EFFICIENCY  
**TOTAL NET YARDS** 0-0  
Total plays 267 0-0  
Average gain 60 298  
**NET YARDS RUSHING** 4.5 71  
Rushes 107 4.2  
Average per rush 31 105  
**NET YARDS** 3.5 33  
2.2

3

(U) 5.20. Exacta (A-H) paid \$36.20.  
9th—\$10,000, cl. 4YO up, 6f.  
C. Beige Bleu (Krone) 4.20 3.20 3.20  
G. Percival (Hernandez) 4.80 4.00  
L. French Rocket (Turner) 8.80  
Time: 1:11 4/5. Double (2-3) paid \$38.60.  
Exacta (3-7) paid \$17.80. Triple (3-7-12)

4

Hurst 1 2  
Bolton 1 3  
Stanley 1 0  
Smith 1 1  
Cleveland 1 1  
Candiotti W. 14-8 7 6 4

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7

Second Half—4. United States, Abdul Aziz Mohammad, 5. Pakistan, Sharafat, kick, 85th minute.  
Referee—Monoochehr A-N-A

10

Miller Barber 72.4  
Al Geiberger 69.1  
Mike Hill 67.1  
Joe Jimenez 72.1  
Dave Hill 73.1  
Harold Henning 72.1  
Bruce Crampton 72.1

|||||

Barrel Racing: 1. Cella Ray, Sterling, Colo., \$19,199 2. Mariene Eddleman, Ramah, Colo., \$13,509 3. Charmsyne Rodman, Galt, Calif., \$11,620 4. Beth Brankley, Tex., \$182

FOURTH RACE  
1 Giovanni-Adiletta 78.30 9.90 4.50  
5 Pedrario-Aziz 5.40 5.10  
2 Gary-Viscig 5.40  
QUINIELA (1-5) Paid \$44.40  
PERFECTA (1-5) Paid \$133.80

13

202. 11. Davey Allison (6th), Hueytown, Ala.; Ford; 243. 12. Michael Waltrip (12th), Owensboro, Ky.; Pontiac; 232. (12-tie) Greg Sacks (9th), Mattituck, N.Y.; Oldsmobile; 232. 14. Richard Petty (16th), Randleman, N.C.; Pontiac; 227. 15. Mark Martin (5th), Batesville, Ark.; Ford; 224. (tie) Eddie Bierschwale (10th), San Antonio, Tex.; Oldsmobile

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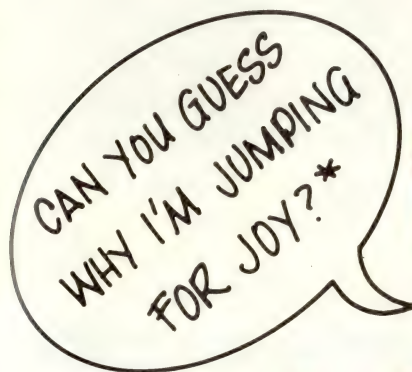
15

(holding), 5:18; Nyland, Islanders, major (fighting), 7:22; Creighton, Chi., major (fighting), 7:22; Diduck, Islanders, major (fighting), 7:47; Sanipass, Chi., major (fighting), 7:47; Trotter, Islanders (slashing), 11:49; Brown, Chi. (high-sticking), 14:11; Kerr, Islanders (interference), 17:33; T. Murray, Chi. (holding), 20:00.



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\*Answer appears below.

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### Answer

(Turn page upside down)

OF GAMES DELUXE

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## BEGUILING MONOPOLY PUZZLES

☆☆

BY PETER GORDON

These five brain teasers are based on the components of a MONOPOLY game. You won't have to pay rent to play, but you will need to use your mental utilities.

ANSWERS, PAGE 50

**TITLE DEED  
TENNESSEE AVE.**

RENT \$14.

With 1 House \$ 70.  
With 2 Houses 200.  
With 3 Houses 550.  
With 4 Houses 750.  
With Hotels \$950.

Mortgage Value \$90.  
Houses cost \$100, each.  
Hotels, \$100, plus 4 houses.

If a player owns All the lots of any Color Group, the rent is Doubled on Unimproved lots in that group.  
© 1985 PARKER BROTHERS

**WATER WORKS**

If one "Utility" is owned rent is 4 times the amount shown on dice.  
If both "Utilities" are owned rent is 10 times amount shown on dice.

Mortgage Value \$75.

© 1985 PARKER BROTHERS

**B. & O. RAILROAD**

Rent

If 2 R.R. cars 50.  
If 3 " " 100.  
If 4 " " 200.

Mortgage Value \$100.

© 1985 PARKER BROTHERS

**TITLE DEED  
INDIANA AVE.**

RENT \$18.

With 1 House \$ 90.  
With 2 Houses 250.  
With 3 Houses 700.  
With 4 Houses 875.  
With Hotels \$1050.

Mortgage Value \$110.  
Houses cost \$150, each.  
Hotels, \$150, plus 4 houses.

If a player owns All the lots of any Color Group, the rent is Doubled on Unimproved lots in that group.  
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**TITLE DEED  
ST. CHARLES PLACE**

RENT \$10.

With 1 House \$ 50.  
With 2 Houses 150.  
With 3 Houses 450.  
With 4 Houses 625.  
With Hotels \$750.

Mortgage Value \$70.  
Houses cost \$100, each.  
Hotels, \$100, plus 4 houses.

If a player owns All the lots of any Color Group, the rent is Doubled on Unimproved lots in that group.  
© 1985 PARKER BROTHERS

**FOR STARTERS**  
All but one token is logically connected to the property on which it sits. Which one doesn't belong?

## IT'S IN THE CARDS

Divide these Community Chest and Chance cards into three regions, each of which contains five cards, so that when collections are added and payments are subtracted, each region will total the same.

**Community Chest**

**INCOME TAX REFUND**

COLLECT \$20

© 1985 PARKER BROTHERS

**Chance**

**YOUR BUILDING AND LOAN MATURES**

COLLECT \$150

© 1985 PARKER BROTHERS

**Community Chest**

**FROM SALE OF STOCK**

YOU GET \$45

© 1985 PARKER BROTHERS

**Community Chest**

**RECEIVE FOR SERVICES**

\$25

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**Community Chest**

**LIFE INSURANCE MATURES**

COLLECT \$100

© 1985 PARKER BROTHERS

**Community Chest**

**XMAS FUND MATURES**

COLLECT \$100

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**Chance**

**BANK PAYS YOU DIVIDEND OF \$50**

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**Community Chest**

**ADVANCE TO GO**

(COLLECT \$200)

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**Community Chest**

**YOU INHERIT \$100**

© 1985 PARKER BROTHERS

**Community Chest**

**BANK ERROR IN YOUR FAVOR**

COLLECT \$200

© 1985 PARKER BROTHERS

**Community Chest**

**PAY HOSPITAL \$100**

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**Chance**

**PAY POOR TAX OF \$15**

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**Chance**

**ADVANCE TO GO**

(COLLECT \$200)

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**Community Chest**

**DOCTOR'S FEE**

PAY \$50

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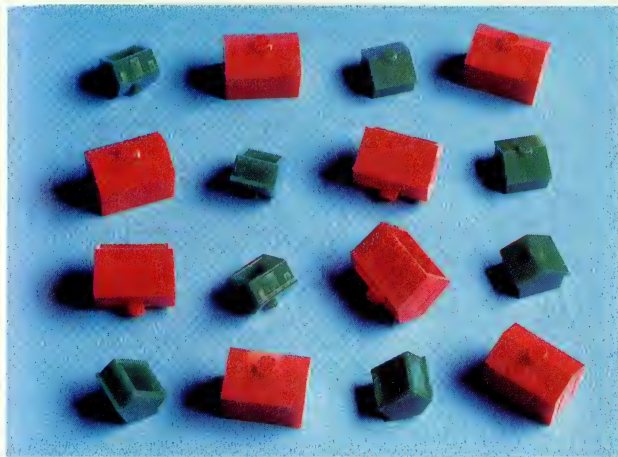
**Community Chest**

**YOU HAVE WON SECOND PRIZE IN A BEAUTY CONTEST**

COLLECT \$10

© 1985 PARKER BROTHERS





## FLIP THE FLOPS

By flipping three houses and three hotels, change the setup so that each row, column, and main diagonal has one right-side-up house and hotel, and one upside-down house and hotel.



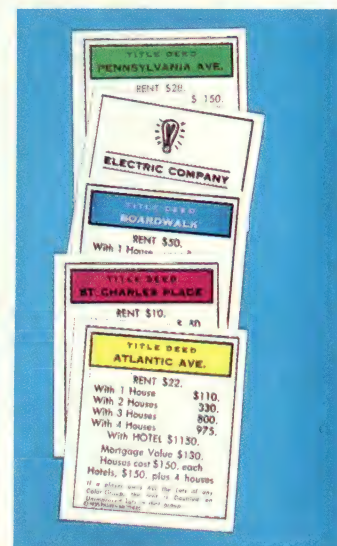
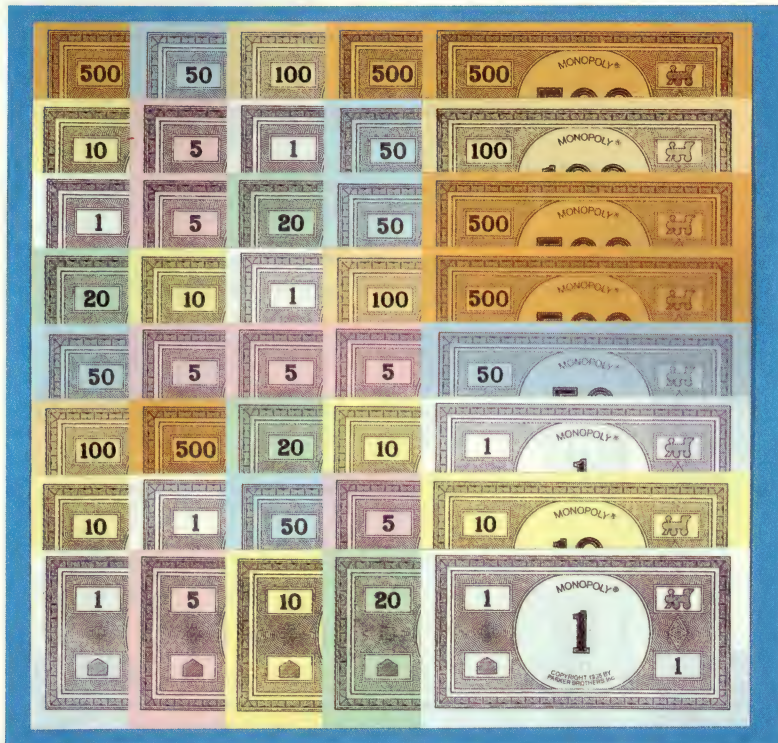
## MONEY MAZE

Starting at the \$500 bill in the upper left, move horizontally or vertically to the \$1 bill in the lower right using the following rule: You may move to a bill that is either 10 times smaller than, or the next higher denomination than, the bill you are on.



## IT'S MAGIC

Which of the five properties on the right logically belongs in the blank center space?



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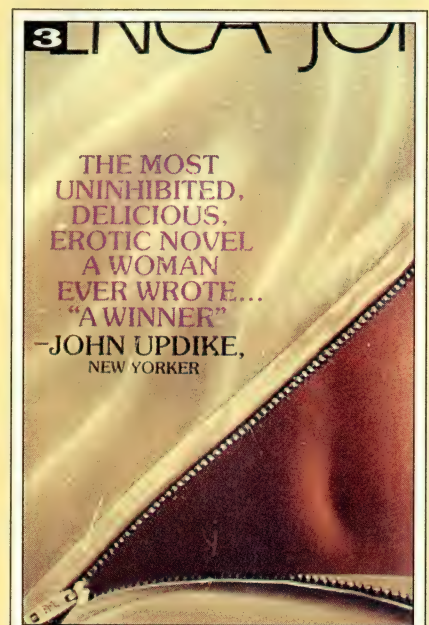
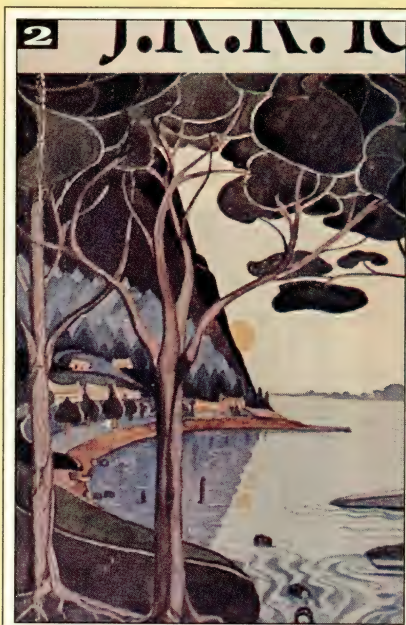
Peter Gordon will play MONOPOLY only if he gets to be the hat.



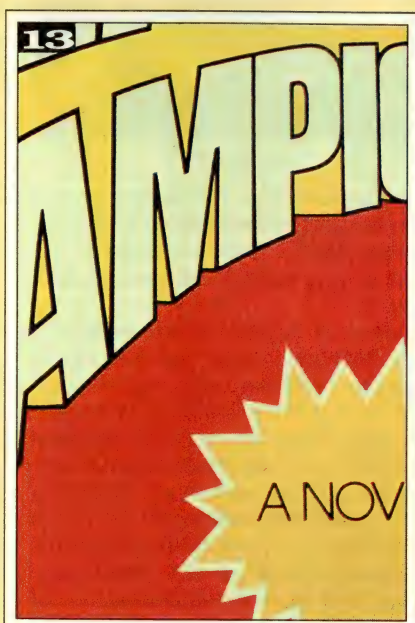
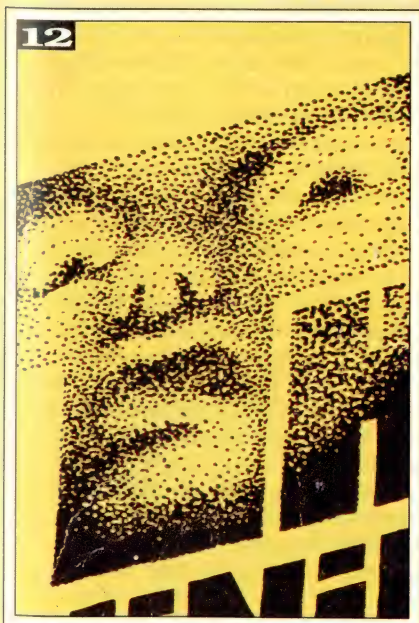
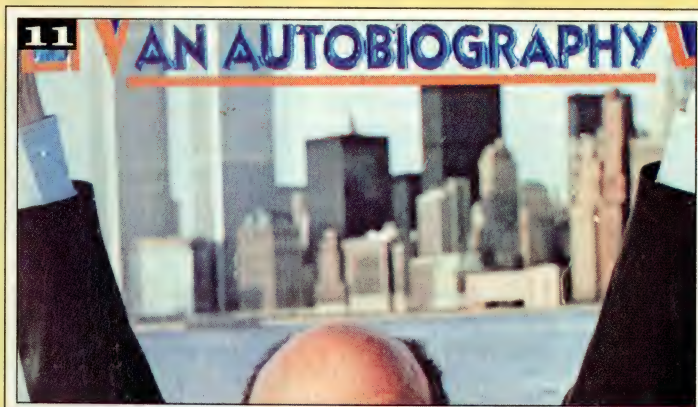
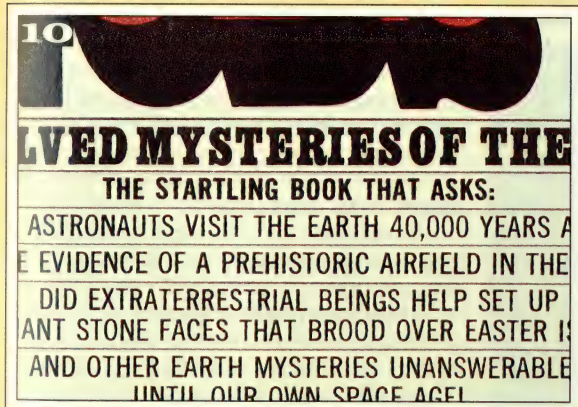
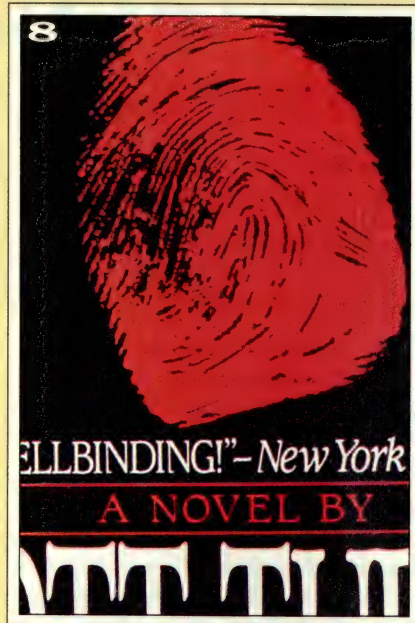
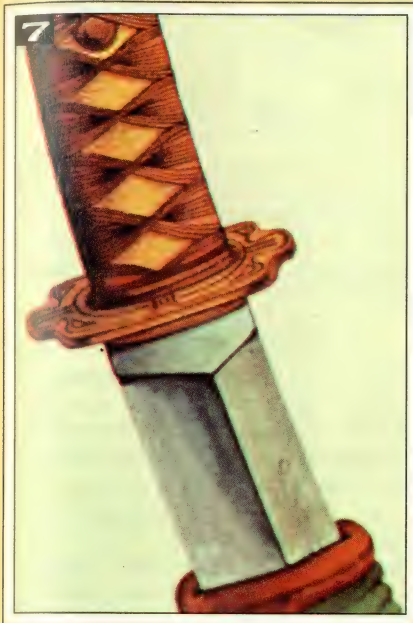
# Jackets Required

They say you can't tell a book by its cover...but how about by part of its cover? Try to name the titles of these bestselling paperbacks of the last few decades.

ANSWERS, PAGE 55









# GAMEPLAY

EDITED BY SCOTT MARLEY

## GAMES & BOOKS

### TOY FAIR REPORT

It's summer now, so you might suppose that toy and game manufacturers are busy designing their new products for Christmas. And you'd be right—if you were thinking about Christmas 1990. What about *this* Christmas? Don't be silly. All the new games and toys for 1989 were revealed several months ago at Toy Fair.

Toy Fair comes to Manhattan every February—this year it was February 13-22. There are other Toy Fairs later in the year in other cities, but the one in New York is the big one, the one everyone in the business plans his or her calendar around. Buyers from toy shops and department stores all over the country come to Toy Fair to choose—and sign the orders for—the toys and games they'll sell this winter.

The biggest companies, like Milton Bradley and Mattel, set up enormous showrooms at Toy Fair. Each new product gets its own little area, appropriately decorated, in which costumed actors demonstrate its features. Here, a party game is played by two designer-dressed couples in a cozy living room set. There, a line of toy soldiers (with umpteen accessories available separately) is hawked by a muscular fellow wearing combat fatigues and camouflage makeup, in a jungle whose palm fronds conceal speakers that pipe in prerecorded grenade explosions.

In these fantasy-ridden rooms, buyers and sellers play an elaborate and expensive game of their own. The average buyer at Toy Fair, deciding whether or not to order Product X, considers many factors that have little to do with the product itself, like how much television advertising the company plans to buy.

One of the more important factors is whether Product X will ever make it to the stores. For, if enough buyers don't order Product X, the company may decide not to manufacture it after all. Buyers don't

want to order Product X if it's never going to show up. But the company may not want to start manufacturing Product X unless enough buyers order it.

So the company does everything it can to give the impression that Product X is already an assured success, while spending as little money as possible. Thirty-seven samples of the product may be on display in the showroom, but those may also be the only thirty-seven the company has made so far. There may be eleven stacks of shrink-wrapped boxes lining one wall, but all those boxes may also be empty.

The commercial for Product X has been filmed, though, and can be seen on a television screen prominently displayed in the room. The commercial is a particularly important factor in the suc-



U-Force

cess or failure of a toy or game, and buyers expect to see it before they place an order. Most companies put their advertising schedules right in their product catalogs.

Toy Fair is divided into two locations. From Monday through Friday (and again the following Monday through Wednesday) it's at the Toy Center, two adjoining buildings on Fifth Avenue where many companies maintain showrooms and offices year-round, as well as at a few adjacent buildings. Then from Friday through Sunday it's at Javits Convention Center, where small companies and companies based out of town rent a few square yards of space in which to display their wares.

Here are just a few of the new games, gadgets, and goodies that were introduced at Toy Fair. We'll review the best of them in upcoming Gameplay sections, as the games become available.

### The Toy Center

Space in the Toy Center isn't cheap, so generally only the larger, established companies have offices there. On the other hand, a few small companies rent out corners of other companies' offices just for the week of Toy Fair, perhaps to give the impression of being bigger than they really are.

It was in the Toy Center that I finally saw **U-Force** in action; that's Broderbund's eerie new controller for the Nintendo video game system. (I mistakenly said last issue that there wasn't a working model at January's Consumer Electronics Show; actually, I somehow managed to miss all of the demonstrations.) You control the action on screen by waving your hands in front of the U-Force's screen, without touching it. How does it work? Broderbund isn't telling, and the demonstrator wouldn't let me experiment. U-Force will be available this summer.

The **Power Glove** is another joystick-substitute for the Nintendo, this time by Mattel. It's a glove that lets you control the game with slight hand gestures. Though it lacks the weird mystery of U-Force, it may turn out to be more useful: You can program up to five actions—or even combinations of actions—to be effected by the twitch of a finger. The Power Glove comes out this fall.

Pressman brought back the old game of **Lie Detector**, a beloved childhood memory for many of us baby boomers. The lie detector itself is the best part, a nifty gadget whose needle moves left or right to reveal whether a witness is telling the truth. Win by deducing which of the 24 suspects is guilty, and making an arrest before anyone else.

Milton Bradley's new line of family games included the thrilling **Shark Attack**, in which your frightened little fish is actually chased around the board by a large motorized shark; and **Scattergories**, where the challenge is to think up words that fit certain categories and begin with a particular letter of the alphabet.

Parker Brothers has acquired **Trivial Pursuit**. Among their new games was





**Clever Endeavor**

**Encore**, a laidback party game that requires you to recall song lyrics that contain particular words. And **Superstar Lineup Talking Football** is a follow-up to last year's electronic Talking Baseball.

**The Enigma Game**, introduced by TSR, is based on one of World War II's most fascinating secrets: the cracking of the German "Enigma" code by British cryptanalysts. It even comes with a cardboard code "machine" and a plastic cipher wheel. Other new TSR games included **Elixir**, a light-hearted fantasy game in which you race to complete a magic potion; **Maxi Bourse**, a sophisticated stock market game from France; and **High-Rise**, a game of finance and property development. Role-playing gamers will want to get the new second editions of the **Advanced Dungeons & Dragons** Player's Handbook, Dungeon Master's Guide, and Monstrous Compendium.

Men try to think like women, and vice versa, in **Gender Bender**, a new game of role reversal from Games Gang. You try to answer "what if" questions as if you were of the opposite sex, then compare your answers with the opposite-gendered players to see how well you did.

Worlds of Wonder, whose Lazer Tag was a huge fad a few years ago, introduced **Hide 'N Sneak**, an ultrasonic version of hide-and-seek. One player is armed with the "seeker" device; one or two others wear "hider" units. When the seeker is within 50 feet of a hider, and pointed in the right direction, it begins to blink and beep. The closer you get, the faster it blinks. Once the hider unit is activated, it can't be turned off until it's found by the seeker, so cheating is impossible.

Random House's **Luminations** is a pyramid with flashing lights at each corner. When you tilt the pyramid this way and that, the lights change color according to a secret pattern. If you can figure out the pattern and turn all the corners red, you've solved the first level. There are five levels of increasing diffi-

culty. Their **Octopus** is another party game in the Twister style.

Ohio Art, the Etch A Sketch company, showed several new games, mostly aimed at children. **Tic Tac Turn**, though, is a simple strategy game for two that even adults will find challenging. On your turn you can either place a piece on the board or turn one of the board's sections, which may block an opponent's threat or open up one of your own. Their **Dynamike**, too, is a neat gadget: a microphone that can electronically distort your voice in sixteen surprising ways.

You provide the baseball cards when you play **Main Street Baseball**, an electronic game by Main Street Toy Company. The game includes over 100 little stickers you attach to your cards. Each sticker is printed with a bar code that contains that player's real batting average and other stats. You choose your teams and pick your plays, then watch the outcome on the LCD screen.

**Pop Secret**, by University Games, is probably the first game ever to include popcorn as a component. Players try to guess each other's opinions on favorite foods and similar burning issues. Every right answer entitles you to eat a piece of popcorn from your bowl. The first player with an empty bowl wins. (If you run out of popcorn, the game works almost as well with potato chips.)

TDC introduced **Reminiscing**, "The Game For People Over Thirty." It's a friendly game of nostalgic trivia, with questions drawn from each of the decades from the '40s to the '70s. **The Improv Comedy Game** challenges players to make each other laugh using the gags and punchlines provided.

#### Javits Center

Many of the companies that displayed at Javits Center were very small, sometimes no more than one game inventor and a prototype. Starting a game company is much harder than most people realize, and many of the new companies seen at Javits Center never make it to their second year. So don't be surprised if a few of these games never make it to your local store.

On the other hand, you also see the most interesting and unusual games here. Big companies like Parker Brothers and Milton Bradley tend to stick to familiar ideas, hoping to appeal to the broadest possible audience. Little companies can survive on smaller profits, and often try to attract gamers who are in search of something new—a small audience, true, but an enthusiastic one.

Given a series of clues like "Spare the rod, and I'm floored," could you come up with the answer—curtains? That's

the point of Mind Games's **Clever Endeavor**.

Jugglebug, which sells juggling supplies, introduced **Volleybird**, which is sort of a hackysack with feathers. It's easy to learn to use the Volleybird, which flies much like a badminton birdie but is designed to be hit with the hands. It's based on a popular Brazilian toy, and Jugglebug hopes it'll prove as popular in the U.S.

Ishi Press, publishers of many English language texts on the Japanese game of go, has just brought out "Shogi World," a quarterly newsletter for players of shogi, a Japanese game similar to chess; and "Chinese Chess For Beginners," one of only a few English language books devoted to that ancient game.

**Abalone** (reviewed in this issue), subtitled "the sumo game of force," comes to America from France, where it has won a number of awards.

**World Bank**, by Rural Praxis, Inc., casts each player as head of a third-world nation, trying to pay off its debts, import resources, and expand its economy. Military coups, strikes, foreign aid, and natural disasters can help or hinder your efforts.



**World Bank**

Mob war was recreated in a card game by Mayfair Games. **Family Business** features an attractively illustrated deck of cards with a '30s flavor.

Binary Arts attracted many passersby with its simple and elegant puzzle **Topspin** (reviewed last issue). Sharing the same booth was Toro Import Company. Toro is bringing to America a series of beautiful wooden puzzles from France. The puzzles, many of them astonishingly intricate, are made from good quality hardwood, often with two contrasting woods used in the same puzzle.

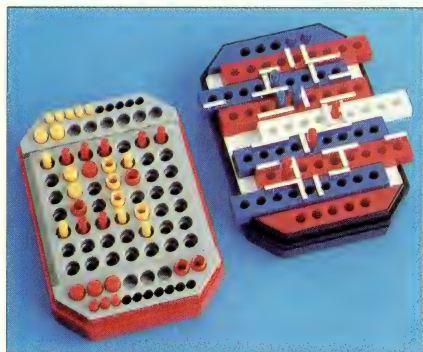
**Ords** is a space adventure game by Alphix and Omecyn Enterprises. Players explore distant solar systems and battle opponents, all on a fluorescent-colored board that seems to glow under black light.

Wrdz, Inc. introduced **WRDZ**, an unusual new word game that plays like a cross between Superghost and



Scrabble. The words you play can have one or more letters omitted; you could play SPEL, for example, thinking of "spell." The next player might insert an I, making SPEIL and thinking of "special." Since you never have to reveal what word you have in mind unless you're challenged, WRDZ is a game of bluff as well as of creative spelling.

Philip Shoptaugh used to be a trum-



**Interplay and Shuttles**

pet player who invented games to play in the orchestra pit between numbers. Now his game business leaves him little time for trumpeting. His new line of travel games includes **Interplay**, **Shuttles**, and **Calypso** (reviewed this issue).

**Duel**, from Bean Enterprises, provides an odd way of settling disputes. The cylindrical device, made of sturdy plastic, has a handle on each end and five shifting rings in the middle. The rings are marked with colored squares. By pulling, pushing, and twisting, each player tries to line up five squares of his or her color first.

—Scott Marley

## YOUR MONEY

Gavin Brackenridge & Co., avail. from FSI, P.O. Box 40, Vernon, NJ 07462; \$25, or \$29.95 ppd., or call 1-800-621-1203

This financial game lets you dabble in 10 kinds of investments, from gold to horses. For simplicity, each investment is bought and sold for the same price: \$1,000 per token. Most spaces on the board are marked with the symbols of one or more kinds of investment. When you land on such a space, you gain or lose money if you own any of those investments, and may then buy more or sell those you have.

The number of spaces marked for each investment varies greatly. There are ten spaces, for example, for bonds but only one for commodities. Hard-to-land-on investments are less profitable, and it's best not to invest heavily in them until your assets have grown a bit.

When you land on the appropriate

space, your investment may bring you a profit of \$2,000 per token, a loss of \$500 per token, or something in between, depending on which Economic Times card is showing. This card is only changed when someone rolls doubles or lands on the Economic Times space on the board, so it affects how desirable the various investments are for the next several turns. Because you can't always buy and sell when you'd like to, trying to take advantage of fleeting changes in the economy is risky; it's safer to stick with a diversified portfolio and accept the occasional loss.

Other spaces bring miscellaneous benefits and penalties. You may have to draw an IRS card, sue an opponent, or sell off some of your investments. You may also buy insurance and financial planning on the appropriate spaces. These let you avoid certain penalties during the game. Passing Start earns you a salary of \$1,000 times the number of different investments you own, an artificial but effective way of encouraging diversification.

When the deck of Economic Times cards has been gone through (this usually takes a little over an hour), the game ends, and the player with the most money wins.

A side note: Like a number of recent games, *Your Money* uses on its board the names of real companies like Alcoa and Peat Marwick. This is a curious trend. In the past, game designers would seek permission to use the names of real companies in their games, some-



**Your Money**

times even offering to pay for the privilege. They were invariably turned down. Now game designers are, in effect, selling advertising space on their gameboards, and they find plenty of takers. It's a funny world.

—Scott Marley

## ABALONE

Abalone Games, \$30; call 1-800-666-5040 for information

Abalone owes something to the Japanese sport of sumo wrestling, where the object is to eject the enemy from a marked area. (In fact, the game's original name was Sumito.) The playing field here is a hexagon made up of 61 spaces. Two players each start with 14 pieces, lined up on opposite ends of the board. The object is to push six of your opponent's pieces off the board.

You can move one of your pieces to an adjacent vacant space in any of the six possible directions. Or you can move up to three of your pieces in a row at once, using one piece to push the others ahead of it. No more than three of your pieces may move at a time, and always just one space each turn.

If you move two or three pieces, you can also push a smaller number of enemy pieces that are in your way. Three of your pieces can push one or two enemy pieces; two of yours can push a single enemy piece. There must be a vacant space available to receive the enemy piece at the end of the row—unless you're able to push it off the board entirely, which will bring you one step closer to winning.

These simple rules produce an elegant and surprisingly deep game. Since up to five pieces in a line can change position with each move, the situation never becomes static. Instead, there is a constant flow that will challenge any fan of pure strategy games.

The equipment is of high quality. The pieces are large black and white marbles of a nice size and weight. The board's ingenious pattern of holes and grooves lets you move a whole line of pieces just by pushing the one at the end. Each marble falls into its new space with a satisfying rumble, and without disturbing any of the nearby marbles. In fact, the board is so cleverly designed that it's hard to tell whether the equipment was inspired by the game, or the game by the equipment.

Good strategy seems to involve keeping your pieces in a tight group in the center of the board, while trying to separate the enemy's pieces. With a pair of serious opponents, Abalone can become as absorbing as chess, and can take as long to play, too. But you can shorten the game easily by reducing the number of pieces needed to win. Even a race to push a single piece off the board can make for a satisfying game.

Abalone was invented in France by Michel Lalet and Laurent Levi. The





**Abalone**

game has already won a number of awards in Europe. It's easy to see why.  
—Sid Sackson

## CALYPSO

Shoptaugh Games, 5860 Buena Vista Avenue, Oakland, CA 94618; \$10, or \$12 ppd.

Calypso is a colorful game of three-in-a-row played on a pocket-sized board. It's part of Shoptaugh Games's new travel series, but, unlike the other games in the series, isn't available in a larger edition.

Two players take turns placing their pieces on the board (a five-by-five grid with the corners removed). The first to get three pieces of the same color in a row, either across, down, or diagonally, wins. The novelty is that you can use your opponent's pieces as well as your own to form the line of three.

You and your opponent each start with seven pieces. Each piece can show one of two different colors, depending on which side is up. Six of the pieces have colors of the spectrum; for example, one piece is red on one side and orange on the other, while another is yellow and green. The seventh piece is brown on one side and white on the other. Each piece is also marked on each side with a small black or a white dot to show whose piece it is. Each player may only move his or her own pieces; the dots play no other part in the game.

On your turn you may place one of your pieces in any space on the board, with either color showing. Or, if you prefer, you may move one of your pieces already on the board. You may either move it to a new space, leaving the same color face up, or you may turn the piece over to show its other color, leaving it in the same space.

You may not move your brown-and-white piece onto the board until you've played your other six pieces. The brown side has no value, and cannot be part of any line of three. The white side is wild, and can stand for any color as part of a

line of three. (Only one wild piece can be part of a winning line.)

The tactics in Calypso are unusual and interesting. Since you have only two pieces that show each color, your winning line must include either your wild piece or one of your opponent's pieces. Simply plunking down your two purple pieces, say, won't work, since your opponent will play a third purple piece and win before you can. Stealth is needed. A better ploy is to play one of those pieces with the purple side down. Then when the line is set up, you are the one who turns over the piece and actually completes it. But of course your opponent will probably figure out what you are up to, and find some way to block you. So you'll need to set up multiple threats to force a win.

There is plenty of opportunity for



**Calypso**

thoughtful play, yet a game of Calypso takes only five or ten minutes. The spaces on the board are holes which keep the pieces from moving in case the board is nudged. You can see at a glance what color is on the underside of each piece, so you don't need to rely on your memory. Everything is made of good sturdy plastic, and when you're not using it, the game fits snugly inside a vinyl pouch.

Two other excellent Shoptaugh games, Shuttles and Interplay, are also available now in travel sets of similar good quality.

—Scott Marley

## NEW CHESS VARIANTS

**Choiss** (Choiss, 720 Spadina Avenue, Suite 509, Toronto, Ontario, M5S 2T9, Canada; deluxe set \$39.50 ppd. (U.S. funds); or board set, \$29.50 ppd.) is one of the best commercial chess variants I've seen in years, both in its play and in the quality of its components. The deluxe version of Choiss (pronounced "choice") comes with a standard set of full-size, nicely weighted plastic chess pieces. The board comes as 64 individually molded squares, (32 white and

32 green) which fit together easily—and with remarkable precision—by means of slots and tabs on their sides. This mechanism lets you construct countless board configurations (as well as a standard 8x8 board, if you wish).

In basic Choiss (several other interesting variations are outlined in the rules), you start by connecting four squares to form a 2x2 grid, with colors crisscrossing as on a chessboard, and placing this grid on a table. Then, in turn, you and your opponent add squares to the table, one at a time: One player adds only white squares, the other only green, and squares must always be placed next to a previously placed square of the opposite color. The board will usually turn out to be quite irregular, with jagged edges and holes in the middle.

A "No-Man's Land" marker is placed alongside the center one or two ranks of the board. You and your opponent then take turns placing first your pawns, then your pieces, one at a time, on your side of the board. You may not set up pieces in No-Man's Land.

Finally, you play chess in almost the usual way. Pawns may only advance one square initially, and there is no castling move. The most important special rule is that "holes" in the board block the movement of all pieces except knights. (As a result, knights are much stronger than usual, relative to the other pieces.)

You have to think carefully and creatively in every phase of the game. Clever square placements can wreak havoc



**Choiss**

with your opponent's side of the board, making it difficult for him or her to find a good piece arrangement. During play, it's important not to put too much faith in strategies that work in normal chess, as any good plan must take careful account of the board's geometry.

By combining two or more Choiss sets, you can create boards of any size and shape, which can be used to play hundreds of different chess variants. And if you want extra squares, you don't have to buy another deluxe set, since Choiss also offers a board set, with



squares, No-Man's Land marker, and rules (you supply your own pieces).

There are two ways to enjoy **Plex** (The Wickett Works, P.O. Box 24, Natrona Heights, PA 15065; \$22.95 ppd.): as a not-too-serious cutthroat game of strategy and diplomacy, or as a highly demanding two-player or two-team game of pure strategy.

Plex is played with anywhere from two to six contrasting sets of chess pieces. (Those that come with the game are unweighted and made of inexpensive plastic.) Pieces maneuver on a three-colored board of hexagons, arranged to form a modified six-pointed star.

As in most other forms of hexagonal chess, pieces move in ways that are analogous to moves on a square board—e.g., rooks move along rows of hexagons that share edges, while bishops travel along the "diagonals" highlighted by the board's color scheme.

Rules are given for two to six players. The cutthroat versions for three and five players, as well as the three-team version for six players, should not be taken



**Plex**

too seriously. They suffer from the unavoidable problems of multiplayer "every-man-for-himself" chess variants: The only sensible strategy is the dull one of avoiding piece exchanges (since two players who trade pieces fall behind the other players in material); and the game eventually reduces to a position in which one player, knowing he or she must lose, gets to choose arbitrarily which of the other players will win.

But the two-player and two-team versions are pure strategy games of great complexity, and are highly interesting. Two players will also find it an enjoyable challenge to play either the four-player or six-player version, with each player controlling two or three armies.

Plex is not a particularly original game, as there have been numerous other multiplayer chess games, including several with hexagonal boards. But with its simple, well-conceived rules, it is a worthwhile addition to the game collection of any chess variant fan.

—R. Wayne Schmittberger

## ELECTRONIC GAMES

### FROM SCREEN TO SCREEN

Answer: Computer simulations of TV game shows.

Question: What has been arriving en masse in software shops?

Eight of them, to be exact: Jeopardy!, Classic Concentration, Wheel of Fortune, Family Feud, Hollywood Squares, Double Dare, Card Sharks, and Win, Lose or Draw. I've added a ninth here—Nintendo's *Anticipation*—although, strictly speaking, it's a video game, not a computer game, and not based on a game show.

Win, Lose or Draw is available for the Apple II series (128K), Hollywood Squares for the Apple II and IIGS. Jeopardy! and Family Feud are available for Apple II, Commodore 64/128 and IBM computers. All the others are for the Commodore.

You can play most of these games solitaire against computer opponents (only the "physical challenges" of Double Dare require a live opponent), but that's about as rewarding as playing chess with your dog, and I don't care how smart he is. These shows were conceived as competitions, and that's how they should be played, with living, breathing opponents.

Competition, however, introduces a little problem: two players, one keyboard on which to type answers. Jeopardy!, Wheel of Fortune, Family Feud, Hollywood Squares, Card Sharks and Double Dare all require the use of the keyboard by both players, sometimes simultaneously. If you can arrange it so that competitors can get to the keyboard without knocking over the chips 'n' daps or breaking a leg, you're a lot neater than I am.

Since the home versions can't give us what the TV shows can—odd or charming contestants, an excited live audience, celebrity panelists, the reality of somebody just like us becoming suddenly rich—they must stand or fall on the inherent interest of the questions or the game format or both. Some just don't make the transition well from TV screen to computer screen.

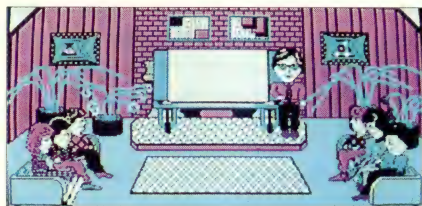
On TV, **Hollywood Squares**, (GameTek, \$45) relies heavily on the wit of professional panelists giving joke answers to silly questions. Without the panelists, the jokes fall flat, and the game's for-

mat—a tic-tac-toe game—is too weak to carry the load alone.

**Double Dare** (GameTek, \$45), on TV, features funny physical challenges, like trying to golf an egg into a hard-to-reach cup. What's funny—if your taste runs to broad humor—is watching real people trying to do the stunt and breaking a lot of real eggs and being real embarrassed and all. At home, no eggs are broken, nobody laughs, we're not embarrassed, nothing's at stake, who cares.

The TV version of **Card Sharks** (Share Data, \$13), featured cliques of audience members simultaneously shouting "Higher!" "Lower!" "Freeze!" Contestants tried to guess the results of a survey; if they guessed right, they could try to win prizes by guessing whether the next card shown would be higher or lower than the previous card. Did you like that show?

On **Win, Lose or Draw** (HiTech Expressions, \$13), teams of great-looking young actors and models disport themselves drawing pictures and shouting answers in a picture-charades game similar to Pictionary. In the home version, the computer draws the pictures for the players to identify. But everybody needs access to the keyboard at the same time, and it doesn't help that the keyboard is sporadically unresponsive while the computer is drawing. The drawings themselves are



**Win, Lose or Draw**

often unclear. Good idea, weak execution.

Which brings me to **Anticipation** (Nintendo, \$35). Though also a picture-charades type of game, this Nintendo cartridge is not based on the above-mentioned TV show but on a question-and-answer board game in the style of Trivial Pursuit. Players earn the right to move around the board by correctly identifying drawings within a time limit. Colors on the board represent the categories of the drawings. Collecting all four colors advances you to the next, harder, level. The drawings here are done in broad strokes, accompanied by a jaunty selection from the Conservatory of Uncredited Tune Experts (C.U.T.E.). Two joysticks are used, so there's no crowding. It's a more challenging game than you might think and the board-game element works well, even played



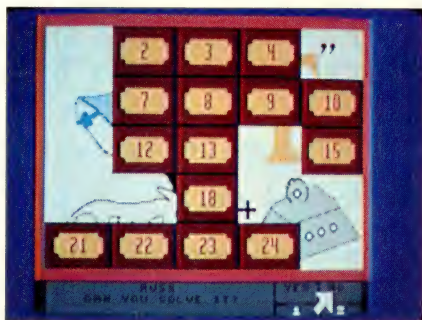
solo.

**Family Feud** (Share Data, \$13) lacks, of course, the actual families. But you can use yours, which is even better. The structure of the game—contestants try to name the same answers to a given category that a surveyed group had chosen—is strong, and many categories are surprisingly hard to complete.

The home version of **Wheel of Fortune** (Share Data, \$13) loses only Pat Sajak—and Vanna White—for good or ill. The glitzy TV production after all adds nothing to a fundamentally sound game (which explains why the board-game version and the syndicated newspaper puzzle are so popular). This is an excellent party game for teams.

So is **Jeopardy!** (Share Data, \$13), with its good variety of questions—or do I mean answers—and strong game format. Some questions are hard, but overall the difficulty level is lower than that of the TV show. Player access to the keyboard is necessary, but if this is not a problem at your place, put Jeopardy! at the top of your software wish-list.

**Classic Concentration** (Share Data, \$13) is good fun, too, just like the TV game show (though the rebuses seem easier to solve). The final round, played under a 35-second time limit, is a real heart-pounder. Let us bow our heads in



**Classic Concentration**

thanks to the person who decided to make this a joystick-operated game.

So lay in a supply of your favorite nosh and throw a computer party. Invitations may be sent to me here at GAMES. I can't stand guacamole, but barbecue chips are fine.

—Burt Hochberg

## TWO FROM SIERRA ON-LINE

Sierra On-Line is an innovative software company pushing the computer game beyond the text-adventure-with-graphics, toward what they call an "interactive movie." With these two new and very different games, Sierra takes us much

closer to that goal.

**The Perils of Rosella** (\$50) is designer Roberta Williams's latest addition to the wildly successful King's Quest series of graphic adventures. With over three megabytes of computer code, it's claimed to be the largest computer game ever produced.

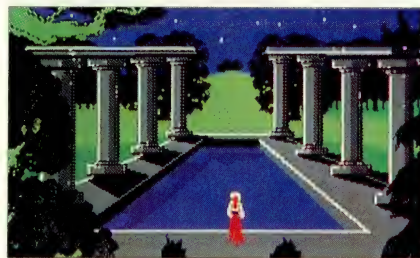
The game opens with a ten-minute animated cartoon that tells of the evil that has overtaken King Graham's realm, and the need for his daughter Rosella to don the adventurer's cap in search of a magical talisman and a very special apple.

The player manipulates Princess Rosella, disguised as a peasant, through screens of stunningly detailed animation. She meets hard-working, albeit messy, dwarfs (guess how many), climbs to an evil warlock's castle, swims to an island enchanted with fairies, and is swallowed by a whale. Peacocks preen, a bird tugs doggedly at a recalcitrant worm, minstrels strum, and a unicorn canters away nervously.

Rosella's quest takes her through an exciting and refreshingly nonviolent adventure that draws inspiration from the world of fairy tales. Even very young children will enjoy playing alongside an adult, but this is no children's game.

The game also comes with 40 minutes

of original music written and performed by William Goldstein, composer for *Fame* on film and TV. A more graphically detailed version is available for the



**The Perils of Rosella**

faster IBM machines, and the game supports a variety of soundboards for full-spectrum synthesized music.

**Manhunter New York** (\$50) is a decidedly darker game, full of grim humor, and one of the most involving computer games I've played.

Strange orbs from outer space have taken over, ruling earth with the help of human quislings. All humans wear monk-like cowls to protect themselves from the polluted environment. You start the game as a Manhunter. Armed with a computer tracking device, you search for human renegades who are fighting the alien rulers. Your true loyalties are divided: sympathetic toward fellow

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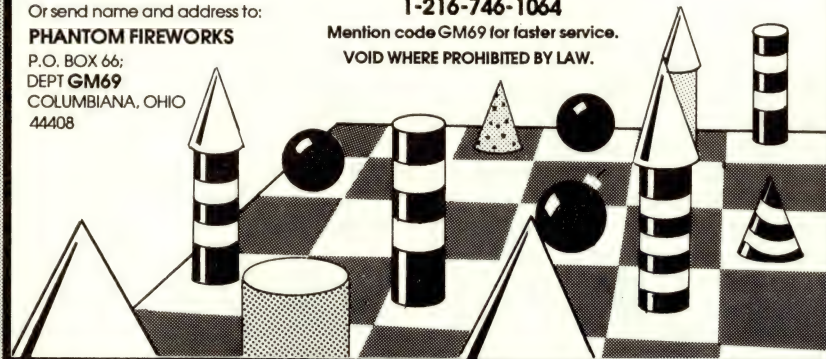
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**Manhunter New York**

humans, but scared by the omnipresent orbs. You have to be careful lest the alien overlords flash on what you're doing.

Much of the action takes place in Brooklyn. As an old Flatbush boy, I enjoyed visiting a seedy Coney Island, a deserted Prospect Park, and an establishment called the Flatbush Bar. Each scene presents problems to be solved: How do you play the knife game in the bar? How do you use the w.c. in the park to "disappear"? How do you win the kewpie doll at Coney?

The solutions usually involve arcade-style games-within-the-game. Most are entertaining; a few are exasperating. Manhunter requires very little typing, as you can command your movements and manipulate items simply by the use of the joystick.

And don't worry about getting hopelessly stuck. Sierra On-Line has a handy hot-line number that can efficiently supply two clues per call, and clue books are also available. But give yourself plenty of time to explore and learn what you can on your own before you call for help. These games have some wonderful surprises in store.

—Matthew Costello

## BATTLE CHESS

Interplay; \$50

Of the leading computer chess programs, Sargon 4 and Chessmaster 2100 play the strongest game and offer the most features. But no other chess program is as beautiful, or as funny, as Battle Chess.

The game's designers, taking full advantage of the graphic capabilities of the Amiga computer (it's now available for the IBM and Atari, too), have created a fantastic medieval battle with armored pawns and knights, wizardly bishops, rooks that transform themselves into hideous beasts with glowing eyes and nasty dispositions, and awesomely powerful queens and kings. The queen, by the way, has a figure to die for, and there's more implied in the way she walks than words can convey (at least in a family magazine).

Although the 3-D graphics and animation of Battle Chess are sensational, they eat up computer memory that would otherwise have been available for increasing the program's playing strength. For those who are learning the game, especially children, and for grown-up woodpushers who like to win once in a while, I can enthusiastically recommend Battle Chess. If you take your chess seriously or are a strong player, or if you want to be able to print out game scores or play clocked, tournament-style games, I suggest you buy Sargon or Chessmaster first—but then get Battle Chess for the most fun you'll



**Battle Chess**

ever have playing computer chess.

Battle Chess also includes a two-dimensional format with an exquisite traditional chess set. This is better for more serious play: The pieces are easier to distinguish and play is much faster. You can also play Battle Chess by modem.

—Burt Hochberg

## CARD GAMES

### M.J.'S MOUNTAIN

John Nowell, a retired aerospace engineer from Long Beach, CA, invented this outstanding solitaire card game for his six-year-old grandson, "M.J."

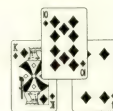
**OBJECT** To build a completed card "mountain" with as many cards remaining in the pack as possible.

**PLAY** Shuffle a standard deck of 52 cards. Deal seven cards in a row, face up, to form the base of the mountain:

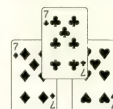


Turn over the remaining cards one at a time. Each card may be played on top of two adjacent cards in the mountain to form higher rows (in pyramid fashion) as follows:

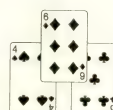
(1) matching the suit of both base cards;



(2) matching the number of both base cards;



(3) forming a three-card sequence with the two base cards;



or (4) matching the suit of one base card and the number of the other.



Aces are wild and may be played at any location. When building on an ace, you can consider it to be any card in the deck, and you can change its value when building a second card on it.

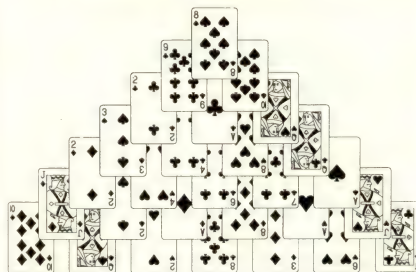
Cards that can't be played are put face up in a discard pile. The top card of the discard pile may be played to the mountain at any time. Once played to the mountain, a card can't be repositioned.

**SCORING** Play continues until the mountain is completed or the pack is exhausted. You have won only if you complete the mountain.

Completing the mountain with 0 - 5 cards remaining in the pack is good, with 6 - 10 cards is excellent, and with more than 10 cards is outstanding.

A perfect game would leave 24 cards remaining. The current known record is 17. Can you beat it?

### A COMPLETED MOUNTAIN:





# ☆☆ WILD CARDS ☆☆

EDITED BY MIKE SHENK

## IN OTHER WORDS GREEK 101

You don't need to know Greek to take this test—just match the 15 Greek words (1–15) with their English translations (a–o), and see if you aren't surprised at just how much Greek you know.

1. *agnostos*
2. *ekleepsees*
3. *eoneeos*
4. *erotas*
5. *fournos*
6. *heerografon*
7. *kleptees*
8. *kosmos*
9. *meekros*
10. *neoselektos*
11. *nomadeekos*
12. *porneon*
13. *seesmos*
14. *thermokeepeon*
15. *zefeeros*

- a. breeze
- b. brothel
- c. disappearance
- d. earthquake
- e. greenhouse
- f. love
- g. manuscript
- h. obscure
- i. oven
- j. perpetual
- k. recruit
- l. roving
- m. thief
- n. trivial
- o. universe

—Ruth Freedman



## WORDPLAY SWAN DIVES

Here are three word puzzles, all based on the phrase SWAN DIVE.

1. Change the word SWAN into the word DIVE in seven steps by changing one letter at each step to get a common, uncapitalized word. The order of letters should not change from step to step.

2. Reduce the phrase SWAN DIVE to a single letter in seven steps as follows: At each step, drop one letter and rearrange the rest into a common, uncapitalized word. No word should be a form of the preceding word.

3. How many words of three or more letters can you form by selecting letters from SWAN DIVE in left-to-right order, though not necessarily consecutively. SAVE is fine, since its letters appear in that order, but NAVE is not. We found 15 common, uncapitalized words.

—Mike Shenk

## TRIVIA HOW SOON WE FORGET

You probably remember that Bashful, Doc, Dopey, Grumpy, Happy, Sleepy, and Sneezy were Walt Disney's Seven Dwarfs. But who were Bashful (Inky), Shadow (Blinky), Speedy (Pinky), and Pokey (Clyde)?

—Louis Phillips

## NUMBER PLAY SUMMER SPORTS

Each letter below stands for a different digit from 0 through 9. Can you crack the code? (The solution is unique.)

$$\text{TEAM} + \text{MEET} = \text{GAME}$$

$$\text{MAN} + \text{AT} + \text{BAT} = \text{STIR}$$

—Virginia McCarthy

## TEASERS M&M'S

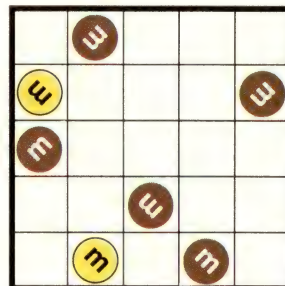
I had 25 m&m's (10 brown and 15 yellow) and spread them out on the table in a five-by-five square. Just before the phone rang, I noticed that every row, column, and main diagonal contained exactly two brown m&m's.

When I got back, I discovered that

some scoundrel had eaten all but seven of the m&m's, the five brown and two yellow ones you see in the diagram at right.

If I give you 13 more yellow m&m's and 5 brown ones, can you reconstruct my original layout?

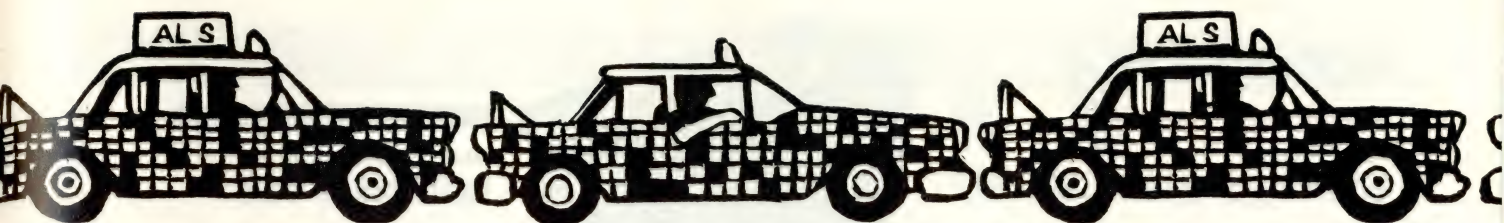
—Bob Stanton











## TRIVIA

### MASTER CRIMINALS

Many fictional heroes are so much bigger than life that they must be opposed by supervillains. Can you identify each of the master criminals described here?

1. Known as the "Napoleon of crime," he tried to throw Sherlock Holmes over the Reichenbach Falls, but fell himself instead.

2. This bald scientific genius wanted to rule the world and destroy Superman—not necessarily in that order.

3. James Bond's most persistent foe and the head of SPECTRE, he was originally seen in the movies as a hand stroking an exotic white cat.

4. Known as the "Clown Prince of Crime," he was one of Batman's oldest and most garish enemies.

5. A Chinese genius who planned to conquer the world with combination of super science and ancient

oriental mysticism, he found his plans constantly thwarted by Sir Denis Nayland Smith.

6. Already emperor of his own world, this cruel ruler would have conquered Earth were it not for the efforts of Flash Gordon.

7. Though a diminutive man, he was an intellectual giant who operated in the Old West; he frequently clashed with Secret Service agent James West.

8. The Dark Lord of the Sith, he was a Jedi knight until seduced by the dark side of the Force into joining the Emperor in his battle against Luke Skywalker and the other rebels.

9. An Old West outlaw, his Hole-in-the-Wall Gang ambushed a group of six Texas Rangers, leaving them for dead; one survived and became the Lone Ranger.

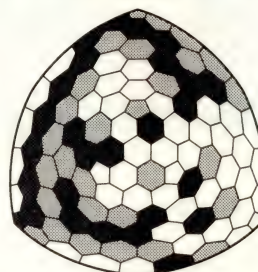
—Steven Wienke

## STRATEGY

### Y NOT?

In Craig Schensted's game of Y, two players use pencils of different colors. Each player in turn colors in one space on the board. The object is to connect all three sides of the board with a single path of one's own color. Each of the three corner spaces is considered to be connected to both of the sides it touches.

In this game-in-progress, it's Dark's turn. Which space should Dark color to be sure of winning?



—R. Wayne Schmittberger

## LOGIC

### FOUR PSYCHICS

Four noted psychics named Arabella, Belinda, Carmen, and Eddie got together one evening for a few drinks. After a time, a clairvoyant mood came over the quartet and they agreed to hold a friendly competition. Each of the four, it was decided, would summon his or her psychic powers and make a prediction about the near future of one of the others at the gathering.

Arabella went first. Closing her eyes and assuming an expression of almost painful concentration, she predicted: "Belinda, you will soon fall out of a window onto the awning of a pawnshop owned by a Swede named Ingmar." Belinda went second. She placed her tightened fists on her temples and predicted:

"Carmen, you will marry an ex-saxophone player with six fingers on each hand." Carmen went third, and with a remote look in her eyes she predicted: "Eddie, you will accidentally swallow a gypsy moth while yodeling a Bavarian mountain song." Eddie was last to take a turn, and after sitting in utter silence for many minutes, he finally prophesied: "Arabella, you will *not* swallow a gypsy moth while yodeling a Bavarian mountain song." It was debated whether this should count as a prediction, but Eddie swore it was the best he could do; so the four friends toasted one another's health and parted ways.

One week later, they reconvened and compared experiences. Their

psychic gifts had not altogether failed them, it seemed, for one among them had indeed swallowed a gypsy moth while yodeling a Bavarian mountain song; one had married an ex-saxophone player with six fingers on each hand; and, as it happened, two of the four friends had fallen out of a window onto the awning of a pawnshop owned by a Swede named Ingmar. But alas, their visions of the future had been slightly skewed, for the only person whose prediction was wholly true was the person who had ended up marrying an ex-saxophone player with six fingers on each hand.

What experience did each of the psychics undergo?

—Emily Cox and Henry Rathvon



## CONTEST RESULTS

FROM JANUARY

### WISH YOU WERE...WHERE?



Readers delved into atlases, checked encyclopedias, leafed through travel brochures, and even studied European street maps looking for the answers to our "Wish You Were...Where?" contest. The object was to identify 15 postcards that had their place of origin obscured. Entries came from all over the world, including Australia, Denmark, East Germany, Finland, Greece, Holland, Hungary, Italy, Jamaica, Mexico, Norway, and Vanuatu. In all, we received 1,800 postcards, which were required to say "Greetings from," depicting 48 different states (all but Delaware and Mississippi), 21 foreign countries, and even the Moon and three planets.

The correct answers (parts in parentheses were not necessary) were:

1. San Antonio (Texas)
2. St. Louis (Missouri)
3. Washington (State)
4. Hamburg (West Germany)
5. Brighton (England)
6. Ireland
7. New York (New York)
8. Cambridge (Massachusetts)
9. Grenada (West Indies)
10. London (England)
11. Budapest (Hungary)
12. Baltimore (Maryland)
13. Århus (Denmark)
14. New Mexico
15. Japan

Duplicates of seven of these postcards, including the postcard from Japan, were sent in by contestants.

The Århus postcard was the one most often missed. Many entrants tried Copenhagen, the capital of Denmark, after determining that "Hilsen fra" was Danish for "Greetings from." Many contestants also misidentified the Cambridge postcard as Boston, not recognizing the campus of M.I.T. and the Longfellow House on the right, and Harvard University and Harvard Square on the left. The Baltimore card was also missed by quite a few people. It showed Fort McHenry, birthplace of "The Star-Spangled Banner," and a 1970s skyline of Baltimore, which had the word "Lehigh" on the smokestacks. This misled many people into guessing places in Pennsylvania. Just over 500 of the entries correctly identified every card.

The \$500 grand prize winner, chosen from the correct entries, is Edward Spires, of Rochester, New York. Runner-up prizes of a GAMES T-shirt go to: Helen Bonns, Arlington, MA; Lee and Pam Fenner, APO, NY; John Glenn, Evanston, IL; the Klaubert Family, Flemington, NJ; and Susan Waddell, Phoenix, AZ.

—Peter Gordon

FROM FEBRUARY/MARCH

### IMPERFECT TEN

With over 145 million possible legal entries, we didn't expect that over half the entries to "Imperfect Ten" would tie for the top score. Yet 56% of the 7,400 mathematically inclined readers who entered this contest—by placing the digits 0 to 9 in a grid and appropriately adding and dividing to come as close as possible to 10 without hitting it exactly—found one of the 64 possible winning entries that tied with  $9^{35/36}$ . All of these had a vertical total of 324, which was used to break ties, so a random draw was needed to determine the winners. In the winning grid (shown below) the 0 and 2, 1 and 3, 4 and 5, 6 and 7, and 8 and 9 can all be interchanged and still yield the same result. In addition, the whole grid can be flopped about the center vertical line.

A number of readers came closer to 10 but broke one of the rules of the contest. Their grids weren't symmetrical, had a row or column without a black square, or did not use every digit once. One reader placed the digits 0, 1, 3, 4, and 6 all in one box in the form of  $1/6340$ . This gave him a final score of  $9^{575477/575486}$ —very close to 10, but not close enough to the rules.

The winner of the ten-speed bicycle, chosen at random from the tied entries, was Wyatt Riley of Palo Alto, California. Runner-up prizes of a GAMES T-shirt go to the following: Terri Anthony, Brodheadsville, PA; Ann Baird, Takoma Park, MD; William Beall, Santa Barbara, CA; Jim Francis, Seattle, WA; Rorke Haining, Seattle, WA; Sam Levine, Newton, MA; Robert J. Margraf, Green Bay, WI; Kapil Narale, Mississauga, Ontario; Richard R. Renner, New Philadelphia, OH; and Christopher J. Vogt, Marina del Rey, CA.

—Margot Seides

#### The winning grid

		8	5	9	7	7	
738	←	8	3	7	→	837	
52	←	2	5		→	25	
4	←		4	0	→	40	
916	←	6	1	9	→	619	
		8	8	6	5	2	7

Left-to-right total = 1,521

Right-to-left total = 1,710

Horizontal total = 3,231

Down total = 153

Up total = 171

Vertical total = 324

Score =  $3,231/324 = 9^{35/36}$



# W E R S

## TING STOCK

worth taking are: the stapler (1), darts (8), bicycle (8), yo-yo (11), vacuum (15) and mousetrap (15) (though the catching any mice are pretty slim). Surandle (3) does not burn in microgravity (10) needs gravity to keep the astronauts do use special ballpoints, a pressurized liquid nitrogen to push (13) the point). Bathroom scales (13) might, so would be of no use in a weightless. A pepper mill (9) will only grind (13) ns are pressed by their own weight. The pendulum of a grandfather clock (14) would not swing as it should for the clock. The stylus of a record player (14) may in the groove. Water in a coffee pot (14) could still be forced into the coffee pot (14) would not necessarily fall through into (14) timer (4) would be no good for (14) . The action of all piano keys relies on (14) to return the keys to their original (14) they are struck, so a piano (2) would (14) ro gravity.

## SWEET!

E	L		D	O	T	H		J	A	R
L	E		A	R	O	O		A	G	E
I	C		N	E	O	N		M	I	S
T	H	E	C	A	K	E		S	R	O
E	E	M	E	D		Y	I	E	L	D
		I	R	S				M	R	S
E	A	R	S		P	O	I	S	E	D
A	R	S		H	O	O	S	I	E	R
S	E		D	O	W	N		O	R	E
Y		B	E	N				S	N	O
A		O	B	O	I	S				
S		U	G	A	R	C	O	A	T	E
P	S	A	T		O	N	L	I	N	E
I	N	R	E		M	A	I	D	O	F
E	A	T	S		E	R	N	E	S	T

## or Wyssop

and in the center.

## Laffa

occupy the north peninsula; the Wuwus occupy the east peninsula; the Friffrals occupy the south peninsula; the Friffrals occupy the south peninsula; the Nankipanks occupy the south peninsula.

## 's Tomb

, NE, E, and S; the truth-tellers are SE, W; and the keystones are NE and S.

order, from most ancient to most recent.

the Hivshaws' territory, was excavated

the Bunnids' territory, was excavated

the Friffrals' territory, was excavated

the Nankipanks' territory, was excavated

the Wuwus' territory, was excavated

## 30 DSZQUPHSBNT!

1. CRYPTOON. Come quick! The couple that did so badly on "The Newlywed Game" is now on "Divorce Court!"
2. QUITE A LIKENESS. "There is a reason people look the way they do. The face one wears has been earned through perseverance."—Al Hirschfeld
3. SO LONG, AGO. The term "good-bye" was etymologically whittled down from the one-time farewell "God be with ye."
4. SIMPLE DEDUCTION. Sherlock, examining empty grave, tells Watson, "There's an underhanded undertaker underfoot—understand?"
5. COUNTDOWN. Five-star reviewer enters four-star theater, sees Tri-Star picture, hates its two stars, gives it one star.
6. GLUG, GLUG. Aquatic athlete says now-stagnant career started out swimmingly, took a dive, went down the drain.
7. ENVIRONMENTAL WARNING. Great treed areas, today being razed, might upset vital ozone layer later, doing Earth havoc.

## 34 DOUBLE CROSS

- A. RECKLESS
- B. IF I FELL
- C. CHECKERS
- D. HERCULES
- E. AULD LANG SYNE
- F. RECOLLECT
- G. DA DOO RON RON
- H. VALKYRIE
- I. AGINCOURT
- J. LOWELL
- K. EJECT
- L. RESPECTABLE
- M. IRRRAWADDY
- N. AWESOME
- O. NEFERTITI
- P. IRENE DUNNE
- Q. WESTERNS
- R. ISLAM
- S. TYPESET
- T. HELICOPTER
- U. HOWLERS
- V. EDD BYRNES
- W. NIXON
- X. RAYS
- Y. YO-YO MA

[Henry Kissinger] held a...news conference at San Clemente. The answers were all very serious...so ...I asked... "Do you prefer being called 'Mr. Secretary' or 'Dr. Secretary'?"

"I don't stand on protocol," he replied. "If you will just call me 'Excellency' it will be okay."—Richard Valeriani, *(Travels) With Henry*

## 26 CROSS-O

1. FRUIT: Cherry, Banana, Orange, Kumquat
2. JEWEL: Diamond, Emerald, Topaz, Amethyst
3. HAIRDO: Beehive, Poodle, Pageboy, Marcel
4. METAL: Cobalt, Yttrium, Silver, Nickel
5. INVENTOR: Whitney, Edison, Marconi, Morse
6. SITCOM: *F Troop*, *Alice*, *Roseanne*, *Cheers*
7. CURRENCY: Ruble, Dollar, Drachma, Pound
8. DESSERT: Eclair, Sherbet, Pudding, Jell-O



**FROM JANUARY**

Readers delved into atlases, checked encyclopedias, leafed through travel brochures, and even studied European street maps looking for the answers to our "Wish You Were...Where?" contest. The object was to identify 15 postcards that had their place of origin obscured. Entries came from all over the world, including Australia, Denmark, East Germany, Finland, Greece, Holland, Hungary, Italy, Jamaica, Mexico, Norway, and Vanuatu. In all, we received 1,800 postcards, which were required to say "Greetings from," depicting 48 different states (all but Delaware and Mississippi), 21 foreign countries, and even the Moon and three planets.

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13. Århus (Denmark)
14. New Mexico
15. Japan

The Arhus postcard was often missed. Many entered Copenhagen, the capital of Denmark, after determining that "Hilsen fra Danmark" (Danish for "Greetings from.") was the correct entry. Some testaments also misidentified the bridge postcard as Boston, confusing the campus of M.I.T. with the Longfellow House on the Harvard University and Harvard Square on the left. The Baltimore card was missed by quite a few people. Some entered Fort McHenry, birthplace of the Star Spangled Banner," and a few entered the City of Baltimore, which had "Lehigh" on the smokestacks. This misled many people into thinking the card was from a place in Pennsylvania. Just to make the entries correctly identified, the card was:

—P€





# ANSWERS

## 4 YOUR MOVE

### Stay Tuned

Each word is taken from the beginning of the name of a musical performer who is known by just one name: Madonna, Liberace, Blondie, Meatloaf, Sade, Odetta, Charo, Donovan, and Mantovani.

### Cinematic Synonyms

1. *The Color Purple*
2. *Jaws*
3. *The African Queen*
4. *Gone With the Wind*
5. *Star Wars*
6. *Legal Eagles*
7. *War and Peace*
8. *Goldfinger*
9. *Crimes of the Heart*
10. *Moonstruck*

### Rhythms of the Island

The correct solution is below:

$$\begin{array}{r} 3 \ 2 \ 0 \ 4 \ 0 \\ + \ 4 \ 1 \ 3 \ 7 \ 3 \\ \hline 7 \ 3 \ 4 \ 1 \ 3 \end{array}$$

### Typing Test

The typist sorted the labels according to the fingering on the keyboard. Stack A uses only letters on the right-hand side of the typewriter. Stack B uses only left-handed letters. Stack C alternates from left to right hands. Stack D alternates from right to left hands.

### Briefly Stated

1. Massachusetts
2. Indiana
3. Connecticut
4. Mississippi
5. Montana
6. Illinois

## 42 EYEBALL BENDERS

(Author's names appear in parentheses.)

1. *Hawaii* (James Michener)
2. *The Hobbit* (J.R.R. Tolkien)
3. *Fear of Flying* (Erica Jong)
4. *Eye of the Needle* (Ken Follett)
5. *Bright Lights, Big City* (Jay McInerney)
6. *I'm OK—You're OK* (Thomas A. Harris)
7. *Shogun* (James Clavell)
8. *Presumed Innocent* (Scott Turow)
9. *Jonathan Livingston Seagull* (Eric Segal)
10. *Chariots of the Gods?* (Erich von Däniken)
11. *Mayor* (Edward I. Koch)
12. *The Shining* (Stephen King)
13. *Breakfast of Champions* (Kurt Vonnegut, Jr.)
14. *Papillon* (Henri Charrière)

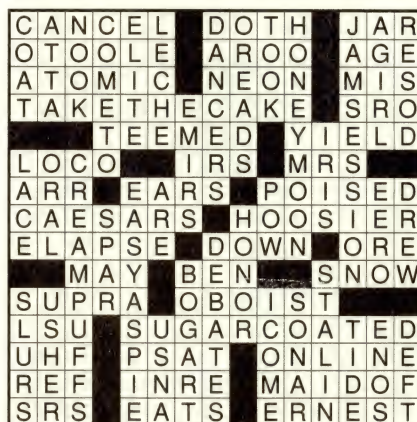
### FAKE AD

The Fake Advertisement announced in the Table of Contents was for Interglobal Technologies and appeared on page 13. Photo by George Glod/Superstock.

## 28 FLOATING STOCK

The objects worth taking are: the stapler (1), darts (7), exercise bicycle (8), yo-yo (11), vacuum cleaner (12), and mousetrap (15) (though the chances of catching any mice are pretty slim). Surprisingly, a candle (3) does not burn in microgravity. A ballpoint pen (10) needs gravity to keep the ink flowing (astronauts do use special ballpoints, which contain pressurized liquid nitrogen to push the ink toward the point). Bathroom scales (13) measure weight, so would be of no use in a weightless environment. A pepper mill (9) will only grind when the corns are pressed by their own weight against the blades. The pendulum of a grandfather clock (5) would not swing as it should for the clock to keep time. The stylus of a record player (14) would not stay in the groove. Water in a coffee maker (6) would still be forced into the coffee grounds but would not necessarily fall through into the jug. An egg timer (4) would be no good for obvious reasons. The action of all piano keys relies on lead weights to return the keys to their original position once they are struck, so a piano (2) would not play in zero gravity.

## 27 HOW SWEET!



## 12 LOGIC

### The Search for Wyssop

Laffa is the island in the center.

### The Tribes of Laffa

The Bunnids occupy the north peninsula; the Hivshaws occupy the east peninsula; the Wuwus occupy the south peninsula; the Frifrals occupy the west peninsula; and the Nankipanks occupy the island's center.

### The Pharaoh's Tomb

The liars are N, NE, E, and S; the truth-tellers are SE, SW, W, and NW; and the keystones are NE and S.

### The Five Cities

In historical order, from most ancient to most recent:

Rhovan, in the Hivshaws' territory, was excavated third.

Klava, in the Bunnids' territory, was excavated second.

Stellor in the Frifrals' territory, was excavated fourth.

Corypsia, in the Nankipanks' territory, was excavated fifth.

Eglantia, in the Wuwus' territory, was excavated first.

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- IRENE DUNNE
- WESTERNS
- ISLAM
- TYPESET
- HELICOPTER
- HOWLERS
- EDD BYRNES
- NIXON
- RAYS
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- HAIRDO: Beehive, Poodle, Pageboy, Marcel
- METAL: Cobalt, Yttrium, Silver, Nickel
- INVENTOR: Whitney, Edison, Marconi, Morse
- SITCOM: *F Troop*, *Alice*, *Roseanne*, *Cheers*
- CURRENCY: Ruble, Dollar, Drachma, Pound
- DESSERT: Eclair, Sherbet, Pudding, Jell-O



# WILD CARD ANSWERS

## 33 CRYPTIC CROSSWORD 1

### ACROSS

- 1 Germany (me angry)
- 5 Emirate (me + irate)
- 9 Abysmally (operA BY SMALL Youth)
- 10 Ad-lib (bald l)
- 11 Islet (is + let)
- 12 Ostriches (lost - l + riches)
- 13 Gringo (go + ring)
- 15 Sagacity (saga + city)
- 18 Pastoral (past + oral)
- 19 Meteor (meter + O)
- 22 On the rise (iron sheet)
- 24 Strip (S + trip)
- 25 Enter (center - c)
- 26 Bumpiness (pines + bums)
- 27 Banshee (has-been)
- 28 Sleuths (hustles)

### DOWN

- 1 Grating (G-rating)
- 2 Royalties (story a lie)
- 3 Admit (a + D + MIT)
- 4 Yellow (yell ow)
- 5 Egyptian (tangy pie)
- 6 Inanimate (inane + l + mat)
- 7 Allah (a + hall)
- 8 Embassy (may be + SS)
- 14 Good Earth (goo dearth)
- 16 In earnest (l + near + nest)
- 17 Variable (evil Arab)
- 18 Proverb (prover + B)
- 20 Repasts (pa + rests)
- 21 Hermes (oTHER MESSengers)
- 23 Titan (it + tan)
- 24 Suite (sweet)

## 33 CRYPTIC CROSSWORD 2

### ACROSS

- 1 Neons (eons + N)
- 4 Document (do + cut + men)
- 8 Against (a + gain + st.)
- 9 Actual (factual - F)
- 11 Dogsleds (DDS + els + go)
- 12 Beam (be + am)
- 15 Resisters (are - a + sisters)
- 17 Hatch (two meanings)
- 18 Horse (shore)
- 20 Croissant (cast iron's)
- 22 Lady (lad + y)
- 23 Absinthe (a + B's + in + the)
- 27 Deduce (deuce + D)
- 28 Chemist (itches + M)
- 29 Surgeon (surgeon + T)
- 30 Polar (temPO LARgo)

### DOWN

- 1 Neanderthals (a Netherlands)
- 2 Oranges (o + ranges)
- 3 Sunglasses (sung + lasses)
- 4 Dated (panDA TEDdy)
- 5 Coax (Cokes)
- 6 Mate (m + ate)
- 7 Nearest (Eastern)
- 10 Amphitheater (amp + hit + heater)
- 13 Oslo (solo)
- 14 This side up (is he stupid)
- 16 Each (teach - t)
- 19 Red cent (d + recent)
- 21 Anthill (all thin)
- 24 Bacon (co. + ban)
- 25 Purr (per)
- 26 Gene (GrEeN pEa)

## 20 DRIVEN TO DISTRACTION

The phony cars are the Sputnik, the Pontiac Pathfinder (and the Kaiser Broadway) and the Model S.

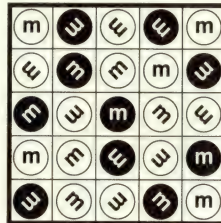
## GREEK 101

- |                    |                  |
|--------------------|------------------|
| 1-h, obscure       | 9-n, trivial     |
| 2-c, disappearance | 10-k, recruit    |
| 3-j, perpetual     | 11-l, roving     |
| 4-f, love          | 12-b, brothel    |
| 5-i, oven          | 13-d, earthquake |
| 6-g, manuscript    | 14-e, greenhouse |
| 7-m, thief         | 15-a, breeze     |
| 8-o, universe      |                  |

Adapted from Words, Ltd., Molokai, HI 96742

## M&M'S

The arrangement is shown:



## HOW SOON WE FORGET

They were the names of the ghosts in the original Pac-Man game.

## SWAN DIVES

1. One solution is: SWAN, SWAT, SEAT, SENT, DENT, DINT, DINE, DIVE.
2. One solution is: SWAN DIVE, INVADES, ADVISE, IDEAS, DAIS, SAD, AS, A.
3. We found: and, die, dive, sad, sand, sane, save, swan, wad, wade, waive, wan, wand, wane, and wave; as well a few less common words: ave, wadi, and wive.

## SUMMER SPORTS

3875 + 5883 = 9758  
574 + 73 + 673 = 1320

## PAN-ORAMA

- 1-e, *Hatchet for the Honeymoon*
- 2-h, *Tentacles*
- 3-b, *Cat Women of the Moon*
- 4-c, *The Curse of King Tut's Tomb*
- 5-g, *Slugs, the Movie*
- 6-f, *Monster Dog*
- 7-d, *Dagora, the Space Monster*
- 8-j, *The Toxic Avenger*
- 9-i, *Terror in the Wax Museum*
- 10-a, *Ben*

*Video Movie Guide 1989* by Mick Martin and Marsha Porter is published by Ballantine Books.

## IN OPPOSITION

1. On/off (monarch/toffee)
2. Up/down (superb/landowner)
3. In/out (minister/routing)
4. Low/high (slowpoke/thighbone)
5. Yes/no (eyesight/runoff)
6. Over/under (coveralls/thundering)
7. Old/new (unfolded/renewal)
8. Far/near (warfare/linearity)

## MAKING ENS MEET

The complete solution is:

SEVEN  
ELEVEN  
SIXTEEN  
NINETEEN  
+ SEVENTEEN  
SEVENTY

## TRADE SECRETS

The trade names were: aspirin, cellophane, cube steak, dry ice, escalator, heroin, kerosene, linoleum, milk of magnesia, mimeograph, nylon, pogo stick, raisin bran, shredded wheat, thermos, trampoline, yo-yo, and zipper.

The words that never were trade names were: latex, margarine, motel, percolator, stainless steel, and tuxedo.

## NOTHING TO IT

```

      1 2 1 1 2 5
8 ) 9 6 9
   8
   --
  16
  16
  ---
    9
    8
    --
   10
    8
    --
    20
    16
    --
     40
     40
     --
      0
  
```

## MASTER CRIMINALS

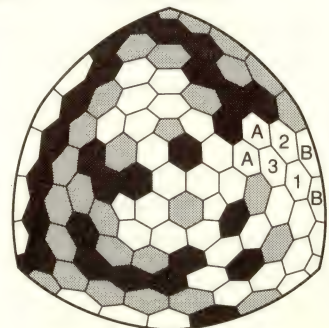
- |                          |   |
|--------------------------|---|
| 1. Professor Moriarty    | 7. Darth Vader ( <i>Star Wars</i> )                     |
| 2. Lex Luthor            | 8. Dr. Miguelito Loveless ( <i>The Wild Wild West</i> ) |
| 3. Ernst Stavros Blofeld | 9. Butch Cavendish                                      |
| 4. The Joker             |   |
| 5. Dr. Fu Manchu         |   |
| 6. Ming the Merciless    |   |

## FOUR PSYCHICS

Arabella fell out of a window onto the awning of a pawnshop owned by a Swede named Ingmar, as did Carmen; Belinda accidentally swallowed a gypsy moth while yodeling a Bavarian mountain song; and Eddie, the only person to make a true prediction, married an ex-saxophone player with six fingers on each hand.

## Y NOT?

Dark plays the space marked 1. If Light tries to cut 1 off with a play at 2, Dark plays 3 and can connect at either of the spaces marked A. All Dark has to do next to end the game is to take either of the B spaces.





## 38 SPORTS ABBREVIATED

1. Tennis
2. Football
3. Horse racing
4. Baseball
5. Figure skating
6. Decathlon
7. Soccer
8. Boxing
9. Table tennis
10. Golf
11. Rodeo
12. Jai alai
13. Auto racing
14. Bowling
15. Ice hockey

## 32 AND ONE TO GROW ON

SKIING + P = PIGSKIN  
HAT + U = UTAH  
BEAR + Z = ZEBRA  
PIPER + Z = ZIPPER  
SCOUT + L = LOCUST  
BOWL + E = ELBOW  
SALT + A = ATLAS  
ORGAN + D = DRAGON  
TUREENS + D = DENTURES  
CANDLE + I = ICELAND  
SLATE + C = CASTLE  
CARROT + T = TRACTOR

What you are: Puzzle "Add"ict

## 35 FAR AND WIDE

GAZASTRIP	RETIRE	RAMADAN
EVAPORATE	EPIMERS	EREMITE
SENIORITAS	DISAVOW	VINTNER
TRIDENT	TRUSS	STAE DO
UTE	SELLINGOUT	IMARET
RESAT	EELS	DEARSIRS
ERTE	ETTE	CILUM
REAR	NEOCENE	PYROTRIX
IMPORTANTLY	SO FAR	CHAISE
PAULA	POISONS	UTICA
ARTIST	TAITO	LEMONTREES
SITTER	CLEESSES	MOCKUP
SASE	ASH	SITAR
SILICA	RAREBIT	SCARED
SOUP	TONUTS	AROMA
FUNNY	EGGON	WHEREIT
INSIST	ANODE	DOLLARBILLS
NUIT	SPIT	RESPOND
INTEGERS	HEATHS	AWED
SUEDE	ONEORTWO	AMIS
TARTAN	HANGS	SATALE
FABRNA	SOT	RARER
ILOVEIT	TRIEDTO	CATAMARAN
RELEASE	SEETHES	OPERATING
SETTLED	DROODS	STRNLAND

## 25 GET ON THE STICK

1. Candlestick
2. Chopstick
3. Lipstick
4. Yardstick
5. Broomstick
6. Joystick
7. Slapstick
8. Drumstick
9. Dipstick
10. Nonstick
11. Nightstick
12. Breadstick
13. Matchstick
14. ChapStick

# MAIL PLAY

**GAMES CLASSIFIEDS.** All advertisements in the MAIL PLAY section are legitimate. Rates are \$6.50 per word, non-commissionable, payable in advance. Closing date for the October/November issue is May 4. To submit an ad, write to GAMES, attention Dirk Johnson, 810 Seventh Avenue, New York, NY 10019 or call 1-800-FON-GAME.

## ACCESSORIES

### BICYCLE CASSETTE PLAYER



Shock Proof,  
Splash Proof with  
detachable sliding clamp  
and headphone jack.  
100% GUARANTEED!  
\$29.99 (Plus \$3.00 Shipping)  
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Seattle, WA 98138

**GAME TIMERS!** Easily and accurately enforces time-limits of chess, checkers, scrabble—any competition! Write for discount catalog. U.S. Chess Federation, Dept 97, 186 Rte. 9W, New Windsor, NY 12550.

## AMERICAN CROSSWORDS

**FREE CATALOG** of America's best crossword books, selected by American Crossword Federation, PO Box 69B, L.I., NY 11762.

## BRIDGE

**BRIDGE TODAY MAGAZINE.** \$21/yr—6 issues, or free catalog. 18 Village View Bluff, Ballston Lake, NY 12019. (518) 899-6670.

## CARS FOR SALE

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## CONTESTS

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## CROSSWORDS

**CROSSWORD PUZZLE** construction software for IBM compatible personal computers. Write for details: Gregory Rockwell, Box 8013, South Bend, IN 46637.

**CROSSWORD PUZZLE FANS** - Fifty all new Cryptic Crosswords. Send \$6.95, Kira Publishing Company, Monterey, MA 01245.

## FOR INVENTORS

**INVENTORS!** Have an Idea? Don't know what to do? Call AIM 1-800-225-5800, ext. 118, for free information.

## GAMES

**ROLLOUT™** - The hi-tech corporate warfare game. For your FREE color catalog call 24 hours/7 days 1-800-777-1908.

**FREE CATALOG** of electronic games, board games, and select gift items for adults! 1-800-622-1558.

**POSTIE,** a new game that delivers. It's man against dog in this fun filled mail delivery race game. \$19.95 plus \$2.00 shipping, from R-KET GAMES, Box 174, Cambridge, Ontario, Can., N1R 5S9.

**ZAP!™** Fast paced strategy game for two to four players ages 8 to adult, \$19.95 ppd. Satisfaction guaranteed. Quality Games, 2309 Lyndale, Minneapolis, MN 55405.

**SUPREMACY** - The world conquest game fought in the nuclear age. For your free color catalog call 24 hrs/7 days 1-800-777-1908.

**WANTED:** Puzzles all kinds, send for guidelines. Beth Murray. Highlights For Children, 803 Church St, Honesdale, PA 18431.

**PUZZLING PROVERBIDIOMS** poster, 300-hidden puns. More. Catalog. T.E. Breitenbach, G-1, PO Box 538-A, Altamont, NY 12009.

**CARD PLAYERS:** Try "13". Challenging entertainment for two to six players. Guaranteed fun! \$2.95. Thomas Stone, 29 White Oak Lane, Waterbury, CT 06705.

## HOME FURNISHINGS

**FURNITURE FOR YOUR FUN ROOM:** Giant dice, 16" cubes clad in "MICA." For detailed information, write PAIR-A-DICE, 10 West First, Fredericktown, OH 43019.

## GROUP TRAVEL

**ARE YOU GAME?** Why not combine your next vacation with a sanctioned tournament or seminar at sea planned for your organization by a Theme Cruise Expert. Call Terri, Don Carter Travel 800/422-2585.

## NEEDLEWORK

**COUNTED CROSS-STITCH PATTERN:** The World of Computers, \$3 Fun Enterprises, PO Box 857, Jacksonville, IL 62651-0857.

**CUSTOM NEEDLEPOINT OR CROSS-STITCH KITS** from photos, fabric swatches, etc. SASE for brochure: SUBLIME DESIGNS, PO Box 986, Ridgefield, CT 06877.

## PC PUZZLES

**INSTANT INSANITY** puzzle solution software. Solves your cubes from ANY configuration. IBM-PC. \$4.95. Today's Outlook, P.O. Box 784, Troy, NY 12181-0784.

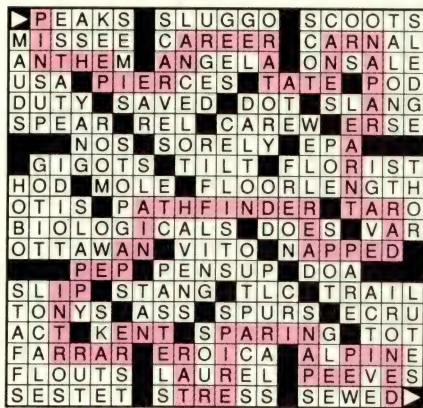
## PINOCHLE

**PINOCHLE SCOREPADS.** Try and find 'em anywhere else. \$4.95 for 3 pads. Double Aces Productions, PO Box 174, Monterey, MA 01245.



# ANSWERS

## 31 AMAZEMENT 2



## 25 HARDBODIES



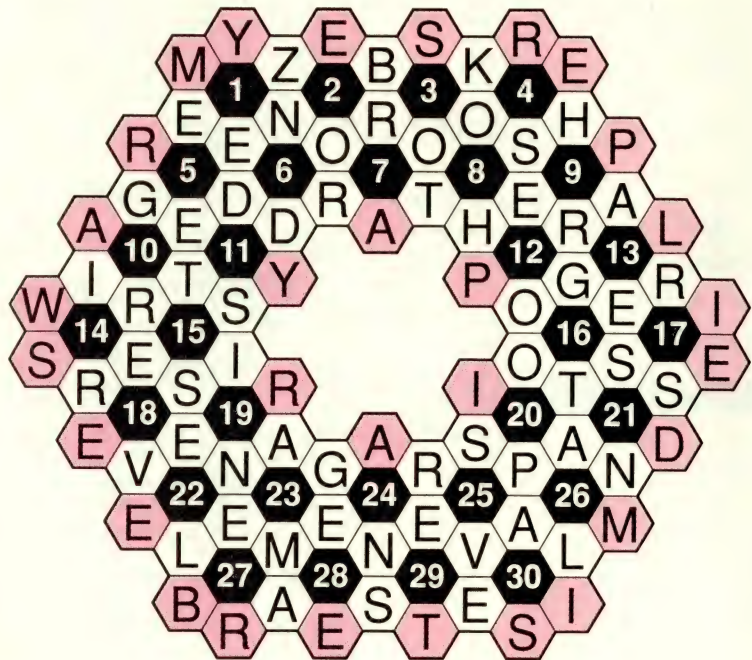
## 35 MIND FLEXERS

1. I (imp lore)
2. O (ram part)
3. F
4. K (gall ant)
5. D (boo king)
6. J (a scent)
7. M (pro curer)
8. L
9. C (not ice)
10. B (nap kin)
11. G (overt one)
12. N (for bidding)
13. A (now here)
14. E
15. H (stand-in groom)

## 35 PLAYBACK

1. Petulant (lute)
2. Egnog (gong)
3. Collective (cello)
4. Murderous (drum)
5. Exasperate (sax)
6. Three-fifths (fife)
7. Passable (bass)
8. Beryl (lyre)
9. Abutment (tuba)
10. Separatist (sitar)

## 23 HONEYCOMB





## SUPER CHESS

GAMES Magazine Oct/Nov, 1987  
declared Super Chess one of the top  
strategy games of the year!

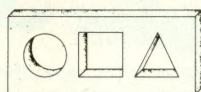
10 by 10 Game Board, 4 new pieces per  
player: Cyclops, Archer, Super Pawns.  
Available 3 ways:

- \$19.95 — 8 New Pieces, board, box,  
rules.
- \$29.95 — 40 piece set w/ black & ivory  
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maple & walnut- complete.

**FULL 30-DAY MONEY  
BACK GUARANTEE!!**

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One solid, three-dimensional plug that will  
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... the circle, the square, and the triangle?  
It has stumped mathematicians and engineers,  
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Baffle your friends! Great fun at parties!  
Great gifts! Send only \$3.45 plus \$1.50 postage  
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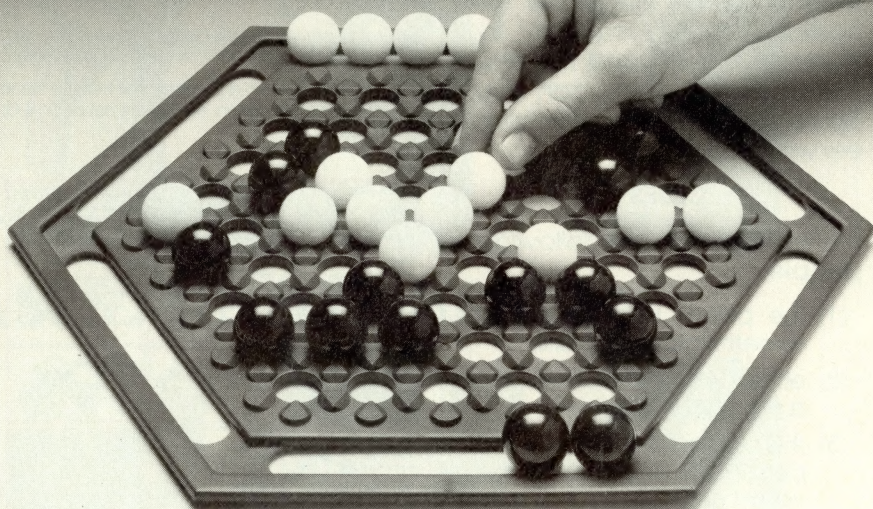
**Amazing Mathematical Mystery**  
B & G Enterprises  
P.O. Box 670  
Fort Worth, Texas 76101

## Market Quiz

- 1) What game won top prize at the  
International Toy Fair in New York  
in 1989? ✓
- 2) What 4 pieces did Super Chess  
add to the chess board? ✓
- 3) What game will baffle your  
friends? ✓
- 4) Who manufactures Wonder  
Rings™? ✓
- 5) What ad on this page contains a  
typographical error?

(answers next column)

# abalone®

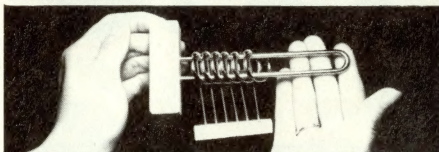


A PERFECT GIFT  
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The ancient Chinese ring puzzle.  
**SPECIAL INTRODUCTORY OFFER**



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- Handcrafted/Quality Materials
- Oak and Nickel-Plated Steel!
- Educational/Mind Bender!
- 100% MONEY BACK GUARANTEE!!
- OBJECT: Remove all rings from bar

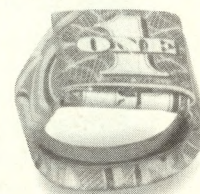
TO ORDER CALL: 1-800-552-2971  
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6-Ring Puzzle (Pictured) \$6.50 + \$2.50 S&H  
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- ANSWERS
- 1) abalone®
  - 2) Cyclops, Archer, Super Pawns
  - 3) Amazing Mathematical Mystery
  - 4) Max Point Enterprises
  - 5) Make This Unique Ring ("perfectly" is  
mis-spelled)

## Make This Unique Ring



With these illustrated, step-by-  
step instructions you will create  
DOLLAR RINGS that will amaze  
your friends. Great for gifts, birth-  
days, party favors, Christmas  
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1 Set of instructions \$3.00 Postpaid  
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No. Sets \_\_\_\_\_ Total \$ \_\_\_\_\_  
Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ Zip \_\_\_\_\_



## THE SEAGRAM'S 7 CHALLENGE

One of the people shown in the Seagram's 7 advertisement on the facing page will be hosting a party tonight. By studying the ad and reading the following clues, can you figure out who the host or hostess will be?

### CLUES

It's *not* any of the following people:

- (1) the person who is wearing something on her ankle;
- (2) either person who is between a man and a woman;
- (3) the person who is above the person who is closest to the volleyball;
- (4) the corner person who is next to someone lying face down with her elbows extending out symmetrically over opposite sides of the lounge chair;
- (5) the person below the person whose glasses are on her lounge chair;
- (6) the face-down person who is next to someone wearing bracelets who, in turn, is next to the person reading a book;
- (7) the person who is diagonally two away from someone who is below the man whose hands are both empty;
- (8) the person in a purple bathingsuit who is below a woman who is next to someone else in a purple bathing suit;
- (9) the person in a two-piece bathing suit who is between a person in a one-piece suit and a person in a two-piece suit;
- (10) the person in a polka-dotted bathing suit who is next to someone in a partially yellow bathing suit who is next to the person wearing the most bracelets.

If it's not any of the above people, then who is it?

### ANSWER

It's the woman who is second from the left on the bottom row.

### MEASURING UP COVER

Upper half, left to right:

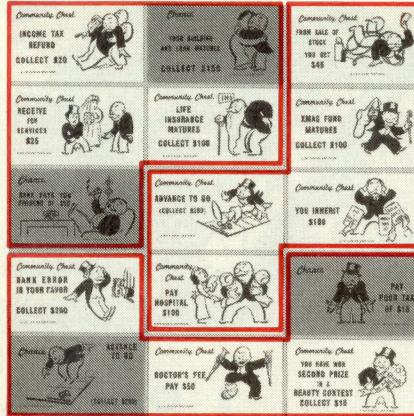
bolt, meter, yard, gill, magnum (Tom Selleck), (little) league, stone, rod (Stewart), mil, lux, point (of the pencil), degrees, (Doris) day, chain.

Lower half, left to right:

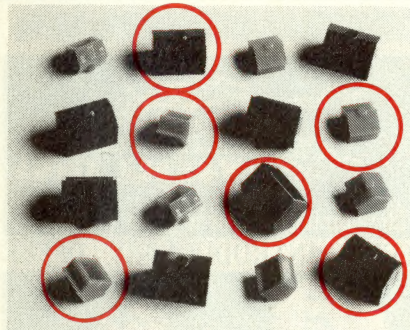
(James) watt, hertz, foot, cup, hogshead, barrel, gram (gramam), carat, (gregory) peck, cord, knot, bit, byte, nose, hand, neck, head.

### 40 GO FIGURE

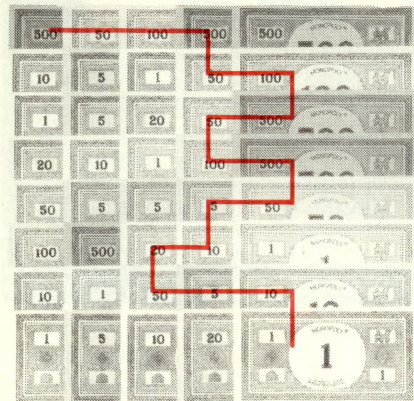
1. Each token sits on a property that has the same first letter as the token, except the hat on B. & O. Railroad.
- 2.



3. The circled pieces should be flipped.



4.



5. If St. Charles Place is placed in the center, a magic square is made with the rents. That is, adding up the rents in any row, column, or long diagonal will yield the same amount—\$30.

### 27 TRAIL-BLAZING

Booze, daze, doze, dozen, fez, gaze, glaze, kazoo, laze, ooze, zag, zeal, zone, zoo, zoom; adz(e).

### 18 HIGH ANXIETY

The correct sequence of photos is: H, K, L, P, A, D, E, Q, J, C, N, B, G, I, O, F, M.

## EUREKA

- **Ex-Posers** (April/May, page 26) Theresa Singleton of Wabash, Indiana found a different solution for #4, EXCLAIM. She saw the paper in the illustration as a "mine," and the answer word as EXAMINE.
- **Word Maze** (April/May, page 28) Milton Bass (appropriately) of Brooklyn, New York, found a few more sea creatures in our grid. He added ACARA, HARP (seal), ORCA, SAMA, and SCAD to the list.

## COMING

DISTRACTIONS

### AUGUST/SEPTEMBER

**Literary Adventures** If you're on the Titanic, in a tale of the Arabian Nights, or on a science-fiction adventure, you're probably taking part in a new entertainment fad: weekend role-playing games. Here's a report on the interactive action.

**Strange Sunday** Spending an afternoon at an amusement park is fun. And so is spending an afternoon trying to figure out what's wrong with this picture of an amusement park.

**Woodstock Generation** On the 20th anniversary of the greatest music festival of the Sixties, here's a trivia quiz to test how much you remember of those three days of peace and love.

**Crossword Cartoons** It's a unique crossword; it's a comic sensation; it's a creative contest.

**PLUS** Surprising 19th-century brainteasers, new Murphy's Laws, crazy billiard variations, and plenty more mental stimulation.

On sale at newsstands July 25

SPECIAL EDITION  
JULY/AUGUST

# GAMES

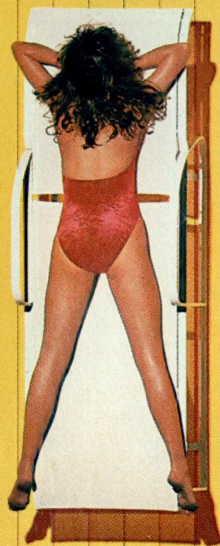
### 1989 VACATION PUZZLES

These all-new puzzles are a holiday for the mind. Dozens of word games, visual puzzles, brainteasers, and more. Plus a special eight-page section: The Best Sunday Crosswords in America. Only \$2.95 (\$3.50 in Canada).

Available at your local newsstand starting June 27.

Available  
at Your Local  
Newsstand





## SEAGRAM'S 7 AND 7<sup>TH</sup> HEAVEN



Seagram's Seven Crown

America's Good Time Spirit.



A man and a woman are shown in a close embrace. The woman, wearing a blue top and a wide-brimmed hat, is smiling and holding a long, thin cigarette. The man, wearing a plaid jacket, is looking at her. The background is a soft, out-of-focus yellow and white.

**"What's the advantage of such long cigarettes?"**

**"I save on matches."**

17 mg. "tar," 1.3 mg. nicotine av. per cigarette by FTC method.

**SURGEON GENERAL'S WARNING:** Smoking Causes Lung Cancer, Heart Disease, Emphysema, And May Complicate Pregnancy.

20 CLASS A  
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